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## FORCE

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**No.18**

**DECEMBER 1993**

PRINTED IN THE UK BY THE NEWSPAPER GROUP

COVERING THE WORLD OF AMIGA





# amiga

## FORCE

ISSUE 12

DECEMBER 1993

### JACK THE RIPPER

*Jack the Ripper*

The latest playtest concentrates on this exciting new adventure from Mirage!



### READ ALL ABOUT IT!

All of the news from the recent ECTS trade show, with details of all the forthcoming releases from the major software houses!



### THE ROBOTS ARE RISING!

An inside look at Rise of the Robots — could this possibly be the definitive beat-'em-up!



### KING'S QUEST 6

Exclusive first shots of Sierra's all new Kings Quest game! Plus we have a complete feature on the game itself, as well as details on the games that are being re-released through King



### RICH PICKINGS

All of the hottest reviews, including the latest sector sim to catch our attention, Premier Manager II



### RAVE REVIEW

Finally, Millennium's Premier Sports Football hits the shelves and it doesn't disappoint. Prepare to get brutal!



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MAGAZINE

EDITORIAL  
180.000 000 00  
ADVERTISING  
(0800) 070000

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• AMIGA FORCE, Ludlow, Shropshire SY8 5PP  
UK • © 1993 Impact Magazines (UK) Ltd  
• ISSN 0950-7525 • Published by  
computerists for Impact Magazines (UK)  
Limited • Printed on this day by IMPRO in  
Barnet by George J Publications — 081  
267 1275 (UK line) or 0115 (UK line to Japan)

**Impact**

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MAGAZINE

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IN THE WORLD

• DECEMBER 1993 •

**amiga**  
MAGAZINE

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# Read about it!

## GREMLIN

**K** (43) previewed last issue looks to be set aside in time for Christmas, although there wasn't much more information at the show. Also due out in December is *Kid Nascos*. Check out the preview section for details on Gremlin's forthcoming Zaxxon sequel. We also took another look at *Legend Of Koolha*, the latest Hero Quest adventure, and it looks just as good as when previewed a few issues back. A review is on the cards for our Christmas issue to keep your eyes peeled.



## SEEING IS BELIEVING!

What a month we've just had! After taking in the sights of the ECTS (see elsewhere on this page), our senses were sent on a rollercoaster ride after sampling the imagery on *Bliss of the Saboteur*. Then there were the floating glimmers of great things to come on the A1550 and C152.

As long as the exposure of those machines is as great as Nintendo and Sega then the Japanese giants will be facing a new contender in the arcade corner.

As the sights grew larger and darker bits of all the more common, it's good to see a whole load of new games to keep you busy. This issue alone features plenty of new full price releases, from Milwaukee's *Street Sports Football*, Brooklyn's *Prostar Soccer II* and *Bliss of the Saboteur*, which is being billed as a *Bliss/Maria* buster.

Just to prove that we do more than sit around and run ourselves on the South Devon coast, we've supplied solutions to the two previous levels of *Flashback*, namely level two and the final stage, as well as the first batch of *Bliss Does It*. It took every night sampling that but I'm sure that you'll agree it was well worth it!

After the success of our last magazine challenge, we've decided to run another one, only on itself this time. If you realise you're a real hot shot then send your best goods, cards or disk, to us — those that we deem the best will score their place in our competition, alongside the heads loss of AMIGA FORCE. But be warned — few machines pass by without the obligatory game of *Bliss Blat's* chaos!

Enjoy this issue — don't forget to let us know what you think when reading to these golden gems!

## ECTS EXTRAVAGANZA

**T**he trade gathered for their annual get-together at the Business Design Centre in London to display their wares and hope their forthcoming games at the beginning of September. News can be kept down, it's cheap but still, the President Osborne made heads to the big city to report on the savings and going in the Amiga sector.

## KRISALIS

**P**lenty was happening at the Krasis stand. They were facing Manchester Grand-Prize League Championships, which comes complete with several new features and tactics. The major new improvement is 'Tactical'™, allowing you to give special instructions to particular players. You'll now be able to send the Gary Pallister of the world up the field for both corners and free-kicks, just as Alex Ferguson would.

Several releases for the A1500 and C1500 versions of *Bliss of the Saboteur* are planned, while the two high-price machines will also enjoy their very own *Saboteur* kit in early 1994. The 5000000 version received an excellent review in issue 11 so great things are expected!

## PSYGNOSIS

**O**ne of the strangest games found at the show was *Melomanc* from Psygnosis, which was featured a while ago. But for an appearance on the C152, this was you travelling through an inner of the human body, all to the beat of a Rick Wakeman composed soundtrack. It's the first Psygnosis game to incorporate a fractal engine technology — to you and me, that means bloody amazing 3D images!

Also in the stands is *Second Sorcerer* (the sequel to *First Sorcerer*) of all things. Surprisingly this allows you to design your own superpowers before taking them into the city streets to bring in our evil, subversive and the mastermind's main game, *Police Master*.

# OCEAN SOF

**W**ith an ever-growing commitment to the Amiga 1500 and increased interest in the 5000000, there was certainly a good deal of activity centred on the Ocean stand.

Ocean's return to the world of flight time was evident in the form of *TDR* (Tactical Flying) and *Amiga's* multi-player multi-game *Flashback*.

about 100 multi-objective missions, described by Ocean as 'the most complex, realistic and almost perfect computer', *TDR* means full use of the C1500 and Amiga 1500 with its 3D play environments and realistic flight-simulating techniques. In *Flashback* multi-player, there are another 100 missions to be completed.





## RENEGADE

**B**ookmark a book with Outlook? The sequel to his ground-breaking O&A classic, Any Word, Any Day has to be considered these days to get any level of recognition — we're talking according to one of the latest *Writers* yell. An *MSWord* section will be available along with an



© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 103–110

One of the most eagerly anticipated games from our point of view is *Savannah World of Warcraft*. In this, you take on the role of team manager, player or player-manager, and it looks like every feature, permission and possible action has been catered for. But on paper.

**Bottom Line National:** Had they \$25,000 savings in the form of



its very own version of Simile Soccer. All of the features of the 6000 version are included along with an option to play through all six of the Football World Cup qualifiers.

With a price of \$29.99, Gemdale Power should be an essential purchase for any self-respecting Amiga 500 owner. There's nothing more satisfying than seeing the Gemdale Logo!



# WARE

analysis already started. **Intelligence** TPA is described in the release very clearly — from cell, but it is not (yet) a formal report. *P.20*

Occasionally move into the realm of outer space by trading 1984 releases. Intermix. Developed by David Hume Design, the game comes with a graphics novel outlining the background of the entire space system — there there. History will likely be in the making through your actions. There are seven planets, three moons and a group of deep icebergs (and yes, there's a light year). The space battle goes to be ferocious — there are over 1000 individually controlled units to look in 3D along with a wealth of different weapons. An A1200 release is expected for early 1984.

Interne and TFX both come from Digital Image Design, who have tied up a deal with Ocean giving the Microvision software house the rights to their next six products over the

[illegible]

and "Columbian" history, and are common to the entire world in general. I left high school last year and the end of October (November, there is a 10th birthday) this year, 20.



While playing the management-arts, *Soccer Manager* manager, the game tells other captains how to play in European Champions, and the team that you put together during your time will influence as a manager. There is also an option to enter a mini-league championship at the end of a season. It sounds like we sent for us too good a game!







Previews!

# Just around the Corner

Ninjas, elves, aliens and martial artists — what do they all have in common? They're coming to your Amiga real soon, that's what! From *Zool 2* to *Body Blows Galactic*, we've all the details on the games just around the corner...



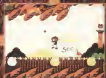
## ZOOL 2 by Gremlin Graphics

The Ninja of the Nin dimension in *Zool 2*, ninjabo expert and all-round good guy, returns in *Zool 2* with a few clues. — Zool is a female version of himself, and a dog called Zoon, who has two heads — one with a highly intelligent brain, the other with barely two brain cells to rub together!

There are nine worlds in total, comprising Seven Lakes, Bulberry Hill, Tooting Common and Marseilles, each with its own set of enemies such as apaches and other bad like creatures in the Seven Lakes maze. Martial Black, Zool's opponent (as if you didn't know), appears in the end of every level, only in different guises, so respect it right on your hands!

Each character will have their own special moves. Zool's able to spin up walls and perform special stunts in mid-air, whilst Zoon has a spinning attack that allows her to break through doors.

*Zool 2* is still in production — special levels, new power-ups and special enemies are all being included before its November release. Gremlin have also announced a special A1000 version featuring enhanced graphics and gameplay.



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# Under er!



## ELFMANIA

### ■ Renegade

**R**enegade are set to jump on the SFS bandwagon with Elfmania, an unusually-themed beat 'em-up.

Programmed in Poland by Temmiquae, this takes the genre into more mythical lands with diverse and visually armed characters.

Great things are promised by the Temmiquae/Renegade team. The game is being in development for well over a year, with a team of artists looking after the 3D images of graphics and a megabyte of superbly sampled sounds.

There's no doubting that it looks wonderful even if that SFSB does have that an uncanny resemblance to Code Masters (not to mention our tips box). Temmiquae are keeping most of the other features under their hats for the time being. As soon as we are polished up for Elfmania, we'll be able to bring you more news on what looks like a real contender to take the SFSB body blows crown!

(Feeling that, we should be able to bring you a review closer to the December release

## Previews!

### BODY BLOWS GALACTIC



### ■ Team 17

**U**nquestionably one of the success stories in recent times, Body Blows now gets to join in it's successor, Body Blows Galactic.

Two of the heroes — Junior and Gen — have entered an intergalactic competition to decide on the galaxy's finest fighting talent. Seven other planetary races have also been invited

with their heroes ranging from the hot-headed Flare, the arrogant Deserte, the ghoulish Phantoms and even a played doctor — quite a bonus, right?

There are without versions in development with the 32bit games looking especially impressive. The background graphics and moves have all been enhanced — when you consider how far the original was, this promises to be positively wondrous!



## Previews!

# TURRICAN

STARD



## TURRICAN III

### ■ Renegade

**W**ith the recent pattern of video adventures, both unique and all manner of variations, platformers - set-ups have taken a back seat. Renegade has a wealth of the little things, though - and Turrican is leading the way.

The game follows the same rule of platformers - it's up to them as the engine is, it's the levels, traps and enemies that make the game. It looks to be very much like the 1988 version, with realistic 3D scenery and rotation, which will be tested multiple speed testing. Both Turrican I and II are available on budget, priced in excess of \$60. — Turrican III could possibly go one step further!

If you like variety in your action games, then it may well be worth keeping an eye out for Turrican III. — we'll let you know what we think next week!



# THE CHAOS ENGINE

### ■ Renegade

**F**ans of the highly successful Chaos Engine online, Amiga version will now be able to purchase the A1200 version. The Bizarre Brothers have now put the final touches to what they promise will be a much improved gaming experience.

Set in a remote Victorian Mansion, Chaos Engine brings its expansion to the world of Chaos Engine and H.Q. Wells. The player leads a party of adventurers through the grounds, the woods, the outbuildings and into the mansion itself. The idea is to locate the Hall of Machines.



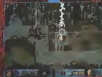
Locating the Chaos Engine and return to the world. If you feel the spacetime continuum will be perfectly disrupted, leaving the usually gentle atmosphere of the mansion and its grounds trapped in the borders of numerous levels.

Using the capabilities of the hardware, the 1200 version will feature 256 colour graphics and enhanced sound.

The game retains the two player feature. Even if

there is only one human player, the computer will not only control the other character, but control him in accordance with his abilities and character.

Renegade consider this to be a remarkable improvement on the original game, judge for yourself. As the game is due to be released any time now, so we go to print. Expect a full review in the next issue.





# RISE OF THE ROBOTS

When we first caught sight of *Rise Of the Robots*, we were pretty amazed at the quality of the graphics. Surely, though, it's little more than *Streetfighter II* with beefed up graphics? Chris 'R2D2' Marke investigates...



(Right) The Supervisor has an unorthodox yet effective special move — he simply melts away! Graphically it's stunning, with beautiful animation and definition.



## THE GAME

The whole project was undertaken by Mirage's new in-house development team, Instant Design, with the philosophy that 'game design is the most important element of a game'. Well said — but on occasion just barely!

Exactly not. As indicated last time, many games have missed features, or over-complexed designs which are unnecessary and largely unused, due solely to the generosity. With *Rise of the Robots*, they set out to produce a game in which you had the power of every punch distilled in a single responsive fighter.

The recreation of the game is nothing short of stunning. The animation on the intro sequences utilizes new techniques and technology to deliver unprecedented scenes. 3D Visual Contouring, as it's called, allows Instant to build all the elements of the intro scenes as if in a photographer's studio. Lighting, textures, reflections and opacity can all be altered to add to the realism of the animation. We've seen the result and believe it's really a sight to behold! Characters melt away, the 3D images rock and quake and the incredible scenery are the closest to a film score that we have seen.

## THE SUPERVISOR'S EXISTENCE

But it isn't just an exercise in graphics; *Robotix*, a whole world has been created for *Rise of the Robots*, the concept revolves around that of a time rather than a space game. For example, selection of two robots (game) is achieved by getting the robot up the stairs and 'aimed'. This has been done to a lesser extent before — *Rings Of Power* sought to make his level selection — yet *Mirage* are particularly proud of the fact that *R2D2* goes one step further, claiming that it pulls you into the world.

Okay — so we've got the graphics, the voice and the concept, but what about the game itself? Instant are still putting the finishing touches to *R2D2*, but the main point's been nailed out. As we mentioned in our first preview in the last issue, the storyline revolves around the Supervisor — a highly intelligent cyborg. Within an ego virus infection, the circuits he has produced will be as good as the security forces of *Robotix*; a major island including, though, as a cyborg was developed using a human brain. To cut out the robots with the minimum of firepower.

You control the cyborg, taking on different robots over three or five levels, each with increasingly more power. Viewed in a side-on perspective, you can cut on various moves to use them in your opponent's back as they hold, high kick, jump, kick, punch or. One other game feature allows you to jump up by holding the motion down for longer. The results, in a more effective attack, yet you are also vulnerable to attack during the jumping sequence.

After you've successfully defeated an enemy robot, you introduce a your cyborg through the connecting tunnels, introducing a 'tower' deal along the way. You need to introduce this deal using a variety of power robots.

## THE AGE INTELLIGENCE

As with all good test, an age, each character has a special move (from charges to flame, flip to spin kick). The emphasis has been put on ease of use — every move is quite straightforward to manipulate, eliminating the necessity to hit these difficult decisions to perform your special move.

# THE ROBOTS

Feature!



## Instinct Design

Instinct Design tried to put real design genius into their games, drawing on a wealth of expert advice to put their philosophy into action. Headed by Stuart Gifford, executive member of The British Institute, Alex de la Botz was their first project for Kings. Judging by what we see already seen, they look set to be around for some time!



## WORK IN PROGRESS

These shots, although from the PC version, display just how innovative and impressive the graphics are. And if they appear this good on paper, just imagine how they look when animated!



These robots are pretty stunning, but the game has been improved since these first designs. From the items that we saw the speed and movement of the characters is unparalleled by any last-year-up company on the market. Seeing reality is believing!



In the two-player game, you can choose from the six robots. So you need to learn the moves that each one is capable of. And for all the game's hidden features, it's a very strong and well-pointed on particular robots and this is very evident during those two-player battles. For example, a robot with a large upper body but smaller legs would lack a powerful punch but would be particularly vulnerable to hits in the legs.

## State of the art graphics

A great deal of work has been put into developing 'artificial intelligence' for each of the computer-controlled robots. Their reactions to your previous attacks and position are decided by their level of intelligence and motivation. Such a feature has never really been incorporated to such an extent before. It's the result of all these more challenging fights and less repetition which can't be a bad thing.

It's obvious that a tremendous amount of work has gone into producing 'State of the Robots'. The fruits of their labours will be revealed early 1994 — so far, it looks set to herald a new standard in two-dimensional.



DECEMBER 1993

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# FORCE nine mail

Another month, another letters page. The *Microton* *Alkatraz* publisher's currently missing, presumed dead, and our stone mason are utterly lacking with readers' suggestions, words of wisdom and, of course, *St-Peter* and, he, if you're eager to point out spelling mistakes, wrong information or — however chosen — complaints of us and have a lame-brained chat, don't delay, write today!



## A Scottish Possum Writes...

Dear Ed,  
Firstly, let me apologise for what I am about to write. Secondly, let me say what I do get apologising for. Your where page, I'm afraid to say, is quite simply boring. In the July issue, nearly every single reader reported the same (last message — your magazine's a bit too cheap, keep this coming, they say) from the respondents. I guess the thing occurred, some cleverly, needed edit in the form of his tip the reply. I'm a third of comment. In a modern value about instantly from the unknown other letters but a shiny, shiny thing. Just thought I'd tell you.

By the way, anyone who uses one of those mailer finders, please write in to AMIGA *FORCE* so that all the readers can laugh at you as a collective group.

I want to cube for two weeks as a child and I have been mentally stored since. All this '90-mile' stuff wanted like a national message. One of the other guys got tempted to tell by a stupid stranger who reported himself as *Robert Lee Brown*. Crazy.

**Colin the Possum, Scotland.**

■ We — took a personal thing. After all, GP, some readers may find your scribbles to be amusing, others will just think that you have a sense of humour in you. Me, I'm along on the fence, watching *Murphy the Shaggy* in line, and wishing my 'His He Don't' look of humour trying to see where possums fit in. Funny enough, there was no mention of possums or your home country.

As for retail hardware, I did catch sight of one around the *1985* *FORUM* *1985* office once, but the issue said about that the better. Dear old *St-Peter* would follow my guide for games should I let out his little secret.

**Shelley**

## Public Backlash

Dear Ed,

Is it true that every letter must start with praise to get printed? Just about every one started mentioning something about how brilliant your mag is — does it change without saying?

I disagree. One of my favourite sections in your esteemed mag is *Doing Public*. I've sent off quite a few different games and it really is quite amusing to see what you think of them. I am wondering just how you go about getting a game published in the *PD* section? Can I send them to you and will you review them? Most of the ones that I've made are produced using *AMOS*, but most of my friends still reckon they're pretty good.

Just in case I go hard to mention it, I think that your mag is great!

**Jon Singleton, Watford.**

I like it — a bit of sarcasm to lighten up our lives. These were put together by *Chris Reed* — possibly a self-portrait in there, *Chris*?

■ The best thing to do is contact one of the *PD* or *Amiga* companies, that way, your software will reach a wider audience. If you do want to send us your games then, by all means, do so — we'll pass it on for *Public Domain*. Welcome to visit his lovely new web *Chris*.



**I've got the Force, Man!**

Meet the *Force Man*, created by the brilliant mind of an unknown artist. Come on now... if you can put together something as *Deluxe* *Point* then you should be able to produce details of your name and address! Well, this guy looks cool, if a little too close to *Jim Thomson* for comfort. Or may be it's the last that reminds me of our *PD* staff. Anyway, great effort whenever you are!



## Poor Influence

Dear AMIGA FORCE:

Having watched the first series of *Bad Influence* and *GameMaster*, I was quite angry with both.

I reviewed *Doctor X* — you know the little Chinese girl who always goes, 'I like this game, I think it's a bit' (she hasn't seen *Wipe Out*, has she?) Well, any couldn't she have said that about *Doctor X*, instead of the rest. I don't like the game, I think the controls are a bit too hard and clunky-paced. Like any

mean, know that I'm going to be good. It's only good the game that's a bit bad. They're going to get it on the TV, but people off.

GM is just an old — it hardly mentions the Amiga or uses Amiga games for the challenge. I think the Amiga has as much right to be on GM as it has to be on the TV.

David Barry, Plumstead, London.

■ Couldn't agree more with your last point. Good The Amiga is just as widely used as the console and is at least capable, yet is probably considered too serious or heavy going for the TV people. By selling into the shows to appease your viewers — if enough people contact them, they'll have to re-think their ideas, won't they?

On the other side, though you should consider

3. I'm going to get an A1000 soon. Will there be a CD add-on or is it a bit of a CD?

4. When will the excellent looking C.P.S. be released?

To finish with, might I say how impressed and grateful I feel when I hear how well you respond and answered Syndicate. Thanks, you!

J. Bentley, Somerset.

■ Hey, I bet you say that to all the magazines (just adding your sentiments are much appreciated).

I check out last issue's news for details on the update disk for *Syndicate*. It will feature 50 new levels along with additional weapons and other new features.

3. In time, no doubt.

3. The good news is, yes, there will be a CD 32 add-on for the A1000, as well as a keyboard upgrade for the CD 32. More news as it develops.

4. The latest details on T.P.S. and *Doctor X* after games are included in this issue's news section. We've also a running series of video and it's absolutely mind-blowing!

Chris.

## Letters!

that any one might categorise, if the fact that commented on *Doctor X* you didn't like it, I guess she had every right to say so. I'm with you on this date too — *Doctor X* is a cracking game — but there will be those who just won't click with the kind of game. To get the best, most rounded reviews

just look in AMIGA FORCE every month! Chris.



## Dont' talk...

Dear AMIGA FORCE:

So, the CD32 is finally arrived then? Or where, possibly, is the TV advertising? Or the endless stream of promotion in a fashion not dissimilar to Sega and Nintendo's hype machine? And what about the games?

Granted there are a few of them, but as most of them are these updates, they're hardly going to encourage potential buyers to purchase them. Perhaps of the more established but technically inferior Mega CD, Ocean's TCA and Inferno look promising, as does Superspace, Motocross and Zind?

That was last although on the technical Amiga I'm currently an A800 owner and spent roughly 100 weeks recently weighing up the pros and cons of buying an A1000 — which is, in essence, a CD32 without the CD. Then it hit me — it might not be such a waste money. The two-or-so promising releases scheduled for release may well be some of the best if the machine doesn't sell well and without hype, how can it? Software houses like Ocean tend to be ahead of the pack when it comes to supporting new machines — they team up with the Spectrum 128 v.3, Amiga 1000 etc. — but they're big enough to afford to get their fingers burnt once — but is an absence of sales — but they'll mean pull out if that's not the case.

And, mean mean mean! Here I'm looking at you Commodore.

Don Ellis, Kings Cross

■ Yes indeed Chris.

## Syndicating Syndicate

Dear AMIGA FORCE:

Firstly, I would like to say that I'm what you call a compulsive buyer of any Amiga magazine and I can safely say that years has always been the best in my field.

I wonder if you could arrange some of my questions:

1. Will there be any extra mission disks for *Syndicate*?

2. Will there be a *Syndicate* 2?

## Feel the Force!

The proud artist behind *Feel The Force* is Paul Footman.



### Home 1 Dune 2

Paul Footman has been hard at work on his *Dune* Paint. Here's the spaced out version of *Dune* II — *Battle For Arexia*. By the way, if you *SPAIN* want your disks back, please enclose a SAE.



## Letters Dizzy!

Ben's getting what for from a jubilant Dizzy courtesy of Andrew Modderley, age 11 from Birmingham. Study the bottom right corner carefully and you'll see two grey pained faces. But you didn't know that Dizzy was into graffiti did you?



## The Very First Readers' Chart!

Back in Issue 194, when we could still watch the sun set over the stretching green hills of dear old Ludlow, we asked you: 'the reader to vote for your favourite game!'. The response was quite staggering — we've had to buy a new calculator just to figure out this result! Unfortunately, we ran out of ink and, not to worry, nobody dared use their feet to step on the glorious carpeted air of the sun! To cast your vote, fill in the coupon below and send it to: **READERS' CHART, AMIGA FORCE, IMPROVED MAGAZINE, Ludlow, Shropshire SY8 1JW**

- 1 Sensible Soccer
- 2 Lemmings 2
- 3 Formula One Grand Prix
- 4 Championship Manager '93
- 5 Premier Manager

Are you 100 sports fanatics or what? Sensible Soccer came out on top, but it was a close run thing between Lemmings 2 and Formula One Grand Prix. And why is Championship Manager '93 more popular than Premier Manager? Hey, you tell us — that is your choice, you decide the outcome!

And the victor of this grand vote tells details (and not so much!) to those most a questioning, but you know what we really are for and enjoy the Magnum. The power of advertising, eh?

## Seedy Matters

Dear Ed,  
I've AMIGA FORCE good and buy it regularly, but think that you can make it excellent.

Firstly please have three pages for 50p and us, with one page of pure writing and two pages with illustrations, with 50-60p two pages and under 60p one page.

And secondly, have more news in games coming out. I really say what's happening in every screenshot, I notice you leave some with no writing by it.

1. I'd like to add:
  1. Where is Frontier?
  2. W3 Frontier, be released on the CDROM?
  3. Can you start on the CDROM if so then?

**Shawn Winchester.**

■ Also — constructive criticism, whatever that may mean. Whenever someone gives a highly rated game more space, but with less time for exposure into every issue of AMIGA FORCE, it's not always possible. (Following one with screenshots is a difficult matter — it takes of paper and would be a bit more on the result. The same goes for capturing all screenshots — in order to get so many on page as possible, we can only choose a few. However, comments noted.

As for your questions:  
1. Frontier is now being released by Gameloft. (as opposed to Kingsoft who bankrupted the project). Release is expected in time for Christmas.

2. As far as we know, they do plan to get to release Frontier on the CDROM.

3. Yes you can, through a very tedious back-up that's built into the machine.  
**Chris.**

## Blowing away the Myth

Dear AMIGA FORCE

In response to the issue from Tipperary in issue eight, I think Dizzy Blows is much better than Dizzy. Dizzy Blows is a lot of things wrong about the game. There are an equal amount of characters in Dizzy Blows and Dizzy (Dizzy Blows and Dizzy Blows, version two).

Dizzy Blows — E. Honda, Koo, Poo, Guile, Shion, Zangief, Shion, and Chun-Li which you can control, and the others being: Vega, Vega and M. Bison — 12.

Dizzy Blows (version 2) has Nick, Chen, Marlo, Kaseko, Dug, Jax, Mike, Yui, Mike and Lorie which you can control, the others Mike and T.T. — 12.

The same amount of characters but without cheats. Dizzy Blows has more people to use. In version two, you can use all ten characters in the player mode.

As for special moves (and special moves, not special moves and special moves), Dizzy Blows has more special moves and they are all easier to perform.

As for the computer doing moves every second on Dizzy Blows, this happens on Dizzy Blows. I don't know, it's fast, but you have to be good at it.

**Shawn Sweet, Kent.**

■ No matter what's been said before, I think that this is all a matter of balance for games. Some, both games have their good and bad points, yet both come highly recommended. (I strongly believe in the word 'balance' too, but you have to be good at it. Come on, get those views out.)  
**Chris.**

## Dizzy Too!

What better way to round up our letters page than with another of Peter Mann's 80 masterpieces? A rather different version of Dizzy than Andrew Modderley's, don't you think?



When not acting, sleeping or getting bored, my favourite games to play are:

1. ...
2. ...
3. ...
4. ...
5. ...

MY FAVOURITE TV PROGRAM IS

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**ISSUE TWO:** From AMIGA FORCE: seasonal publisher maps for Zaxx and Worlds Of The Vets, Shadow Of The Beast II playing guide and Kixi roundup!



**ISSUE TEN:** The new look continued! More Games reviewed: Synthesia, Inter 2, War in the Gulf all typed Strategy games round-up



**ISSUE EIGHT:** Amiga 0002 reviewed! Tips and maps posters for Morph, Body Blows, Flashback, Sink or Swim and Lennings/Lennings II



**ISSUE NINE:** Our new look starts! Jurassic Park: Levels of tips and games for Conquest 2000, Last Vikings, Synthesia and Reply poster!

**ISSUE ELEVEN:** 2 combat Air Patrol: Roundwood: Synthesia tips! Extra included!



Due to popular demand, here's the official AMIGA FORCE backlist, where you can order shorter tips, handouts, software, maybe not, but you CAN order all these AMIGA FORCE back issues that you might have missed, including that elusive Issue one. Watch out for more special offers next month!

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known as the "The"

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DOI: 10.1002/for

THESE

**P. 11.14 (2007)**  
 How does this cell  
 (with adjustment  
 strap)?

Received 12 April 2006; accepted 12 May 2006  
Published online 12 June 2006 in Wiley InterScience (www.interscience.wiley.com). DOI: 10.1002/anie.200600511

Fig. 4. *Phragmites* and *Spartina* in the marsh.

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to discuss other issues that had not been  
discussed previously with the interviewee.

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Whether it is getting every last penny  
 if you value the good interests of others.

are readily degraded by the  
microbes in the soil.

[illegible][illegible]

1. **Identify the main idea of the passage.**  
 2. **Identify the supporting details.**

[illegible]

1. *Journal of the American Medical Association*, 1997; 277: 1033-1036.

## ■ Mirage £44.99

**L**ondon 1888 — a period of grisly murders rocked the capital. No-one knew who the perpetrator was or what his motives were, but one thing was crystal clear — until he was stopped, no-one would be safe.

Mirage 1888 — a pragmatic games designer and head of Intergalactic Games Incorporated. Even before moving away to his latest game, Jack The Ripper, for over four years he pursued the most obsessive tale! Not through the grimy alleyways of Victorian London, but in public houses and document files. Over a 100 years after the murders, the killer's identity is still unknown. But now the Mirage creator can follow in the footsteps of celebrities (through unacknowledged rapper investigator Inspector Pussit Applebone) and track down the Whitechapel murderer.

### A Thorough Investigation...

The programming team have included every relevant aspect! Not justice, and detail substantiated in the 180 years since the murders. You get to meet Prince Albert Victor, implicated in the Ripper murders by some more fanciful

# JACK THE

conspirators, including Dr. Alexander Procterharis, the most famous doctor accused by some of being involved in the deaths. The Coastguard police to de-stabilise the capital, and chairman of the Whitechapel Vigilance Committee George Lusk. Many clues gathered during the investigations are now regarded as red herrings, but all or any of them could prove conclusive in one of the many alternative scenarios on offer. Was the owner of the laundrette up there the killer? Did the chalked graffiti on the alley wall offer a clue? Was there ritual significance in the arrangement of the victims' windows? Who was the man on the greasy street (poor, young murder)? Only you can solve the crime, by examining the evidence, picking out the important leads from the profusion of information at hand and using it to arrive at a logical conclusion.

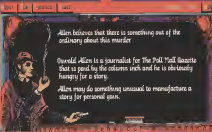
### Blood Lust

Stuffed, painted and wax artists have been commissioned to create reconstructions of the murder scene and other

important London landmarks. The streets of Whitechapel have also been so drawn, as have the various districts located along the city. Lifesize models, underground photography of the people and places have been sourced and used as inspiration for the artwork.

The writers copes with a particular problem for the graphic designers. For example, the final murder (that of Mary Kelly) was especially horrific and difficult to depict without sanitising or glamorising it. The artists have done a superb job though, retaining the horror of the event without relying on 18th century for the game.

Unlike Sages, Shenon Adams' art, game's detective work is required on the part of the player. There are many 'clues' included in the game, so it doesn't become tedious after completing it once. Obviously Intergalactic Development Incorporated aren't claiming that they know who the Ripper is (no claiming success at previously unobtained documents, without revealing their source base), the designers are well researched and entirely plausible



### NEWS

Section: Britain      at 10:02:18      from the Press

#### MURDER MOST FOUL: BODY FOUND IN BUCKS ROW!

The body of a man, identified as Oswald Allen, was found early this morning in Bucks Row, London. The body was found near a wall and was in a state of decomposition. The police are currently investigating the case and have issued a warrant for the arrest of a man named Allen. The body was found in a state of decomposition and was in a state of decomposition. The police are currently investigating the case and have issued a warrant for the arrest of a man named Allen.

#### TWO GREAT FIRES AT LONDON DOCKS!

Two great fires broke out early this morning in London Docks. The fires were caused by a gas leak and a fire alarm. The fires were caused by a gas leak and a fire alarm. The fires were caused by a gas leak and a fire alarm. The fires were caused by a gas leak and a fire alarm. The fires were caused by a gas leak and a fire alarm.



### Jack the Ripper

Travel back to 1888 and London to solve the murders of Jack the Ripper.

Jack the Ripper was a serial killer who operated in London in 1888. He is believed to have killed five women, all of whom were prostitutes. The police were unable to identify him, and he remains one of the most famous unsolved murders in British history.

# THE RIPPER

## The Ripper Murders

Though some would argue otherwise, the Ripper is generally credited with five murders. His first victim was found in a cramped hagg in Buckle Row, on August 1888. The body, which was later identified as that of 40-year-old prostitute Mary Ann Nichols had been opened from throat to stomach.

A week later the second victim, Annie Chapman, was found in a backyard in Hanbury St. Her throat had been cut so roughly that the blade reached her backside and she had been disemboweled. Her small intestine was pulled over her left shoulder. The ripper also strangled some persons and threw rings at her feet.

The third and fourth murders took place on the same day. First to fall was Elizabeth Stride. Although her throat was cut in the characteristic fashion, the body was in no way mutilated. The murder was apparently prevented from carrying out his murderous task when disturbed at the out (unstable) he sought another victim, Catherine Eddowes had been in police custody for

drunkenness earlier that evening. It would've been better for her had she been kept overnight and charged — when her body was found it was stabbed repeatedly, her face being cut beyond recognition. Some interest against her death remained lost. By now, the spirit from the public and police office was audible. Fear had gripped the city.

The final and most horrible murder took place five weeks later in a back on George Street, being the only murder to take place outdoors. The ripper didn't leave being disturbed, as he took his time inflicting the most savage mutilations imaginable. Half his face was removed and his legs were so mangled of flesh that his bones were showing. His small intestine was hung around the walls like Christmas trimmings (no doubt a rather unpleasant sight). The victim was a 24 year-old Irish prostitute named Mary Kelly. After this there were no more Ripper Murders. Though a few later killings have been (wrongly) attributed to the Whitechapel murderer.

Playtest!

# 1st impressions!

Although a little expensive, the first game in this is the over 200. Since the Ripper is only destined to be a quality product. Packed in a loose leaf binder like many PC utility packages, its black-and-white box graphics and serious appearance suggest it's being aimed at the older purchaser. A phenomenal amount of research has gone into it and the programming is of a very high standard with a great interactive interface and presentation that's polished without being intrusive. The on-going adventure pulls you in and keeps you guessing the minutiae of a classic detective game. If the limited product lives up to expectations, this one could be the winner for the year.



Jack the Ripper takes the actual facts of the murders and then incorporates them into a gripping and often playable adventure. Can you succeed where Alderson failed?



Donald Allen is a journalist for The Pall Mall Gazette that is paid by the column inch and he is obviously hungry for a story. Allen believes that there is something out of the ordinary about this murder. Allen states that he arrived on the scene at 4:15 AM and Dr. Phillips was all ready at the scene of the crime.



## amiga

### Playtest!

- DEVELOPER: IN HOUSE
- PLAYERS: 1
- GENRE: STRATEGY
- % COMPLETE: 80%
- RELEASE DATE: SOFT

- ### THE PROS
- Excellent detective work is required on the part of the player.
  - Very impressive attention to detail.
  - Highly utilized reconstruction of the murder scene.
  - The quality and distinctive interface appears second to none.

- ### THE CONS
- The price seems to be very high even for a game as well-presented and detailed as this.

## FANTAZIA/SLAAM CLOTHING

## LEAGUE CLOTHING All Tooled Up



**RUTHANN HAMMER HEATH**  
A STATE OF MICHIGAN JUDGE  
*Author of "The Law of Michigan"*



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## Game and the Future



1000



1990-1991, 1992-1993, 1994-1995, 1996-1997, 1998-1999, 2000-2001, 2002-2003, 2004-2005, 2006-2007, 2008-2009, 2010-2011, 2012-2013, 2014-2015, 2016-2017, 2018-2019, 2020-2021, 2022-2023, 2024-2025, 2026-2027, 2028-2029, 2030-2031, 2032-2033, 2034-2035, 2036-2037, 2038-2039, 2040-2041, 2042-2043, 2044-2045, 2046-2047, 2048-2049, 2050-2051, 2052-2053, 2054-2055, 2056-2057, 2058-2059, 2060-2061, 2062-2063, 2064-2065, 2066-2067, 2068-2069, 2070-2071, 2072-2073, 2074-2075, 2076-2077, 2078-2079, 2080-2081, 2082-2083, 2084-2085, 2086-2087, 2088-2089, 2090-2091, 2092-2093, 2094-2095, 2096-2097, 2098-2099, 2100-2101, 2102-2103, 2104-2105, 2106-2107, 2108-2109, 2110-2111, 2112-2113, 2114-2115, 2116-2117, 2118-2119, 2120-2121, 2122-2123, 2124-2125, 2126-2127, 2128-2129, 2130-2131, 2132-2133, 2134-2135, 2136-2137, 2138-2139, 2140-2141, 2142-2143, 2144-2145, 2146-2147, 2148-2149, 2150-2151, 2152-2153, 2154-2155, 2156-2157, 2158-2159, 2160-2161, 2162-2163, 2164-2165, 2166-2167, 2168-2169, 2170-2171, 2172-2173, 2174-2175, 2176-2177, 2178-2179, 2180-2181, 2182-2183, 2184-2185, 2186-2187, 2188-2189, 2190-2191, 2192-2193, 2194-2195, 2196-2197, 2198-2199, 2200-2201, 2202-2203, 2204-2205, 2206-2207, 2208-2209, 2210-2211, 2212-2213, 2214-2215, 2216-2217, 2218-2219, 2220-2221, 2222-2223, 2224-2225, 2226-2227, 2228-2229, 2230-2231, 2232-2233, 2234-2235, 2236-2237, 2238-2239, 2240-2241, 2242-2243, 2244-2245, 2246-2247, 2248-2249, 2250-2251, 2252-2253, 2254-2255, 2256-2257, 2258-2259, 2260-2261, 2262-2263, 2264-2265, 2266-2267, 2268-2269, 2270-2271, 2272-2273, 2274-2275, 2276-2277, 2278-2279, 2280-2281, 2282-2283, 2284-2285, 2286-2287, 2288-2289, 2290-2291, 2292-2293, 2294-2295, 2296-2297, 2298-2299, 2300-2301, 2302-2303, 2304-2305, 2306-2307, 2308-2309, 2310-2311, 2312-2313, 2314-2315, 2316-2317, 2318-2319, 2320-2321, 2322-2323, 2324-2325, 2326-2327, 2328-2329, 2330-2331, 2332-2333, 2334-2335, 2336-2337, 2338-2339, 2340-2341, 2342-2343, 2344-2345, 2346-2347, 2348-2349, 2350-2351, 2352-2353, 2354-2355, 2356-2357, 2358-2359, 2360-2361, 2362-2363, 2364-2365, 2366-2367, 2368-2369, 2370-2371, 2372-2373, 2374-2375, 2376-2377, 2378-2379, 2380-2381, 2382-2383, 2384-2385, 2386-2387, 2388-2389, 2390-2391, 2392-2393, 2394-2395, 2396-2397, 2398-2399, 2400-2401, 2402-2403, 2404-2405, 2406-2407, 2408-2409, 2410-2411, 2412-2413, 2414-2415, 2416-2417, 2418-2419, 2420-2421, 2422-2423, 2424-2425, 2426-2427, 2428-2429, 2430-2431, 2432-2433, 2434-2435, 2436-2437, 2438-2439, 2440-2441, 2442-2443, 2444-2445, 2446-2447, 2448-2449, 2450-2451, 2452-2453, 2454-2455, 2456-2457, 2458-2459, 2460-2461, 2462-2463, 2464-2465, 2466-2467, 2468-2469, 2470-2471, 2472-2473, 2474-2475, 2476-2477, 2478-2479, 2480-2481, 2482-2483, 2484-2485, 2486-2487, 2488-2489, 2490-2491, 2492-2493, 2494-2495, 2496-2497, 2498-2499, 2500-2501, 2502-2503, 2504-2505, 2506-2507, 2508-2509, 2510-2511, 2512-2513, 2514-2515, 2516-2517, 2518-2519, 2520-2521, 2522-2523, 2524-2525, 2526-2527, 2528-2529, 2530-2531, 2532-2533, 2534-2535, 2536-2537, 2538-2539, 2540-2541, 2542-2543, 2544-2545, 2546-2547, 2548-2549, 2550-2551, 2552-2553, 2554-2555, 2556-2557, 2558-2559, 2560-2561, 2562-2563, 2564-2565, 2566-2567, 2568-2569, 2570-2571, 2572-2573, 2574-2575, 2576-2577, 2578-2579, 2580-2581, 2582-2583, 2584-2585, 2586-2587, 2588-2589, 2590-2591, 2592-2593, 2594-2595, 2596-2597, 2598-2599, 2600-2601, 2602-2603, 2604-2605, 2606-2607, 2608-2609, 2610-2611, 2612-2613, 2614-2615, 2616-2617, 2618-2619, 2620-2621, 2622-2623, 2624-2625, 2626-2627, 2628-2629, 2630-2631, 2632-2633, 2634-2635, 2636-2637, 2638-2639, 2640-2641, 2642-2643, 2644-2645, 2646-2647, 2648-2649, 2650-2651, 2652-2653, 2654-2655, 2656-2657, 2658-2659, 2660-2661, 2662-2663, 2664-2665, 2666-2667, 2668-2669, 2670-2671, 2672-2673, 2674-2675, 2676-2677, 2678-2679, 2680-2681, 2682-2683, 2684-2685, 2686-2687, 2688-2689, 2690-2691, 2692-2693, 2694-2695, 2696-2697, 2698-2699, 2700-2701, 2702-2703, 2704-2705, 2706-2707, 2708-2709, 2710-2711, 2712-2713, 2714-2715, 2716-2717, 2718-2719, 2720-2721, 2722-2723, 2724-2725, 2726-2727, 2728-2729, 2730-2731, 2732-2733,



1990-1991 - 1992-1993



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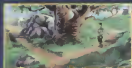
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# KING'S QUEST 6 HEIR TODAY GONE TOMORROW

**Feature!**

Directions to order to  
claim all-important  
information



King's Quest 6  
will  
absolutely  
test your  
powers of  
will and  
deduction  
to the  
last.



## Sierra On-Line

# K

ing's Quest 6 is the latest in a series of adventures that have made the King's Quest franchise a household name. The game is set in the kingdom of Mantoloking, where the player takes on the role of the young prince, David. The game is a point-and-click adventure, and it is designed to be a challenging and rewarding experience for players of all ages.

## Fit for kings

The game is set in the kingdom of Mantoloking, where the player takes on the role of the young prince, David. The game is a point-and-click adventure, and it is designed to be a challenging and rewarding experience for players of all ages. The game is set in a beautiful, hand-drawn world, and it features a variety of puzzles and challenges that will test the player's skills and ingenuity.

## Beyond the wild frontier...

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King's Quest 6 brings the most  
exciting graphics to an already  
proven game system. The latest  
version provides better  
graphics, more control, and an  
adventure that will  
probably never be completely  
repeated.



8 DECEMBER 1990

**amiga**

**25**

**Feature!**

# GOING

American software house, Sierra On-Line, have been producing interactive adventure games for many years, with mainly a cult following. It's all set to change with Klxx now offering earlier titles at affordable prices and, if you've never played one of their games before, you're in for a real treat! Mark 'Call Me Larry' Smith ventures forth into the first five re-releases...

## QUEST FO

**T**he differs from other Quest games as, in true AMIG style, you sculpture the hero. The attributes of the hero are initially your choosing from there, your actions and the events of the adventure will alter such characteristics.

Quest For Glory is aimed more at the beginner. You take on various tests and quests, with more clues available to you and more obvious sub-plots. A quick visit to the Guild will reveal the six major quests to complete, while further investigations bring you to the healer who restores her not being back. Read some words! (Say by at the castle and escape out the window).

The speed of Quest For Glory has been taken up; you can tell from the graphics and vocabulary that this is a later, and therefore more user-friendly game.

It's very much a matter of questioning the folk around the legend: Is anyone from at Spindberg, it is Cliffe — simply slide up on day in life is the you can question them some more. Certain characters are more than willing to talk, others

## THE WORLD OF SIERRA GAMES

When you start a Sierra game you are usually presented with a screen that looks like this. The first thing you see is the title screen, which is usually a very nice one. It's often in the style of a classic game, although it's not always the same.

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One of the biggest benefits in the first adventure game — with up to five days, there can be a lot of interesting, and, when there are many adventures in the background, it can all slow down to a snail's pace. Having a help that is a great advantage as it will save much telling around.

Controlling the character is much the same in all games. You directly manipulate movement through the joystick and type in commands via the keyboard. Some basic commands can be called up through function keys or by the mouse.

Using American games, there are various differences with the English language, 'better' sounding 'smile' for example. These words would turn in his game! You also have to get used to the vocabulary used as well — it's regular information, you need to 'ask about...' characters you may not feel sure you're looking for. Turning things is another thing altogether! As with most games of the 80s, though, once you have the hang of it you won't be hindered by the problem.

## KING'S QUEST 1

**T**he first in the King's Quest series may not feature the stunning graphics of the latest edition, yet you'll find one hell of an adventure just waiting to get out!

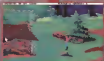
Get as Sir Graham, your quest is to reach the lands of Daventry for the three great treasures stolen long ago from the aged King Eland. Without these treasures in your hands, conversely, success will grant you the throne. Ah, the stuff of great adventures!

The beauty of most of Sierra's games is that you've literally dozens of mini-quests to solve and King's Quest is no exception. The search begins outside of the palace: your hero's take you far and wide. Numerous characters offer advice (clues), look off our plots and hold

important secrets, others offer you nothing but trouble and, while Sir Graham may be a worthy knight, entering into battle voluntarily is rarely the best answer to his plight.

The playing area of King's Quest is vast and there will be times when you'll feel lost or simply won't know where to turn next. Sometimes, it's a case of lateral thinking; occasionally, a little bit of luck results in stumbling on the solution.

King's Quest is a good introduction to the world of Sierra: being atmospheric, containing all of the humour associated with the title and not being too difficult to get into. Solving the game, with a good score of that is another thing altogether!



**amiga**  
**FORCE** Rating  
**81**

■ A vast adventure with more than its fair share of surprises. A only at The price!

26

amiga

8 DECEMBER 1993

# ON-LINE Feature!

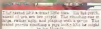
## GLORY 1

require a silver coin or two to reveal all.

Surprisingly enough, there is also a light sequence in this, albeit a feeble one. Lots worth involved — simply dodge and strike out whenever possible. Although the most frustrating part of the game, it doesn't ruin your enjoyment.

The village itself is rather small, although there are a few shops from which you can purchase goods; none, however, is the surrounding area with its castles, mountains, and woods. Enchanters appear and a few healing challenges await. Look out for the stone giant who will squish lethal loads of fruit. Battering is your only choice; even the strongest warriors don't stand a chance against this Yell-type monster!

Once this game at a fair speed and as there are a number of teams, *Quest For Glory 1* is another diverse adventure. It's a pity there's so much random disk swapping, but there's small price to pay.



It's not random, but it's not a little more... You feel pretty smart if you are the people. The message is in large, rather ugly, and playing with a game. It's not really a game, but it's a little more like a game.



Although originally intended to introduce the reader to the delights of Sierra's games, *Quest For Glory 1* is a fine introduction to the series right, thanks to the ability to build your own character, the only ability to the long term interest — we really love it!

**amiga**  
FORCE Rating!  
83

■ Suitable for all adventure fans trying the graphics and sound are impressive too.

## SPACE QUEST 1

**R**oger Wilco is your name! Every day whilst stuck in a dead-end job in outer space. However, as with all of the fine points of our time — Hong Kong Phooey, Derek from *Conan* (Steel) and that Duke from *Orange Hill* — Roger's a hero just waiting in the wings for his time to come. The opportunity arises when aliens attack Roger's Spacecab and, to be fair, taking a tip at the time, he's the only human left who can find these parts. So begins the making of a reluctant hero.

As you're probably guessed, Roger isn't exactly blessed with great combat skills — indeed, he has to rely on your skill and cunning to get him past the aliens and deep into the adventure. Unfortunately, his own skill and cunning are very limited so don't expect any help in return.

Full of Sierra's particular brand of humour, *Space Quest* is much like playing through an episode of *Fred Dervil* except that there are numerous aliens parading the area. It doesn't get any better for Roger — the ship decides to self-destruct, leaving him just 30 minutes to find a way out of there.

Most of five time it spent wandering through the ship, saving who should be saved for the aliens. There's a odd chance to switch through the

version of a deceased colleague but, as soon as Roger leaves footprints, he has to find a safe hiding place.

This game has actually been updated from its original state, with enhanced graphics and a less familiar icon-driven control system. I made quite the other system — *Space Quest* is more dumpty to use, and it suffers heavily from slow-down the minute you try to do something. Even though I'm a big fan of such games, I found that some of the programming was unobtainable — every time a second took away on the T8 Dimension, game Roger momentarily paused. This means getting into the game is right royal pain. On the other hand, using the icon system does have an interesting key light, and therefore there's no need to get to grips with a new vocabulary.

Once you do manage to get off the ship everything becomes much clearer. I don't want to give too much away, though — if you can persuade with the machine, saving of disks (only do you need the startup disk just to see your memory?) and the slow pace of the game, then you will find an enthralling adventure waiting to be solved.

Unless you're a real advocate of the genre, though, it's best to start off with something slightly easier such as *Quest For Glory 1*.



Poor old Roger — he's not exactly blessed with brains, yet he has to figure out the intricacies of the space ship!



**amiga**  
FORCE Rating!  
68

■ Plenty of laughs but not enough attention to detail and it's far too slow.

## Feature!



Experience all of the wonders of Larry's personal life. Not that we thought that it'd get this personal.



## LEISURE SUIT LARRY 1

**T**he original lounge lizard (after late Osbornes) turned down a career with PG Comics, especially the first adventure which contains adult material (often comical) and is a very different style of parody.

Right from the very start, the sufferer from nervous indecision, after realising your age, you need to answer five questions about career, Amiga-style man-to-man. Maybe I've lost a sheltered life, but I've absolutely no idea who Carol O'Carroll is or what he/she has participated in. Kindly doctor or lovely girl? It has results consultation with the older people in the office and numerous bouts of trial and error before I could even start to play the game.

Despite my previous, the obviously is for the older player not because of the content, more the nature of the game — you have many people to want to do it in a sexual lounge, but looking for a good time? Sure, it's a matter of taste for it in the case of this game, the lack of it, but Leisure Suit Larry does tend to verge on the ridiculous.

Most of your time is spent wandering around, endlessly or waiting, animations of Larry, referring himself and the bartender putting up his trousers (don't ask). The solutions to the problems in Leisure Suit Larry are rarely

straightforward or obvious, and one wrong move results in termination — don't step into the road for example, otherwise you'll be knocked down by a bus.

Once you've hopped into the taxi, you can really start exploring the town. A casino and a wrestling arena are just two of the strange places you'll find. Most of these places allow general interaction: you can play blackjack or slots in the casino, or shoot for a bear in the forest. However, discovering just what Larry needs to do to find some companionship is another thing altogether.

As with Space Quest, this is a cartoon, there's no real need to type in any text. Guiding Larry through his town and from bar to bar is a more time-consuming activity than we expected. It's a constant twiddling of disks is my feeling for the word that we've experienced. Just moving on one screen can take three or four exchanges of the start-up and the disk. The speed doesn't suffer so much, though.

Despite the wit and wealth of silly events, Leisure Suit Larry just isn't my cup of tea. It's one of the better-looking games and the sound isn't so bad either, but it just doesn't have the appeal of the Quest games.



## POLICE QUEST 1

**A**h, this is where the fun begins. The subgenre of police games is a type of simulation. The idea of guiding an American cop in his night patrol, solving cases and dealing with the chaos is a great concept — Police Quest really carries it off, too.

Police Quest can be a tedious thing, and Police Quest 1 is the one that you can't play. The idea of guiding an American cop in his night patrol, solving cases and dealing with the chaos is a great concept — Police Quest really carries it off, too.

It's tedious to use a joystick to control the car, even using a cursor under results is a tedious thing to do. The car is slow, taking about 10 seconds to get to the next screen. It's a tedious thing to do. The car is slow, taking about 10 seconds to get to the next screen.

It's tedious to use a joystick to control the car, even using a cursor under results is a tedious thing to do. The car is slow, taking about 10 seconds to get to the next screen.





# STREET FIGHTER II

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# DREAMLANDS

■ **Silverlit**  
£29.99

**D**reamlands contains three games from the self-coloured masters of RPG and strategy. Silverlit do not make this claim lightly and the quality of these offerings, re-released in time to fill any seasoned gamers' Christmas stocking, backs them up. The three games on offer are *Dark Master*, *Ironclad* and *Legend Of The Phoenix* and *Varanica*, all of which have been reviewed in past issues of *AMIGA FORCE*.

## Harness the storm

Back in our June 1988 issue we described the budget releases of *Dark Master* as a great, well-designed but ultimately unsatisfying military strategy game. It received a respectable 85%, which would seem about right now. It's not a great strategy game but is a much better bet as part of a collection.

Really, the idea behind this game is to battle against a neighbouring island for supremacy. What makes the game unusual is that the battles take place from flying ships that you have to design and create in order to succeed.

All of the strategy options stem from a Council of House Advisors, whose skills you can to generate coastal, personal and military. One of the most important is the Master Miller, who controls food production by sending ships on the inland seas and cattle will be placed.

To win the game you have to design your flying ships, ensuring they will be able to take to the air for a start, and also have strong armour. You also then destroy seven enemy cities.

With smart graphics, enjoyable battle sequences and the need for a small amount of strategy skill this is a fair game, though it's not the best of the games in the collection.

## Fantasy Fun

*Ironclad* is a really good RPG that boasts some excellent graphics. It got a good reception when it first burst onto the scene and it's still going strong.

The game begins by placing you in control of just one character. You have to recruit the other four members of the team as you go along. The best place to do this is down the beach! Every town has a local tavern, where all the most skilled adventurers seem to hang out. If you decide to hire someone it has to go to a role of

the other team

recruits before they are awarded. You can also talk to your wife and pull their weight.

Everything in the game looks really good, but it does have its flaws. Travelling around can get frustrating because it's difficult to gauge where you are. The fight sequences can become boring. All you have to do is click on the fight command and watch your character club at the enemy. Although this may seem like a minor inconvenience you place in a couple of RPGs, *Ironclad* is an excuse for nobody being killed by an invisible monster.

Despite these complaints this is the best of the bunch. *Ironclad* succeeds in showing you bits of fantasy land and, most importantly, making you want to hang around for an hour or two.

## Trainspotter's dream

*Varanica* is the final game in the pack and it's a pretty recent offering. It boasts some stunning graphics and a strong element of authenticity.

Set in a man-made world, the theme of the game is to discover where the industrial world began and reclaim the earth to its former glory. Out to stop you in your tracks (bless your soul) — Ed is the Viking Union leader. The Union has prospered in the new world and will stop at nothing to preserve its dominions.

The aim of the game is to build up your tribe, ensuring that it's always well supplied. You have a choice of men to control for lifting the boats with you. Once you get going the idea is to travel around the frozen landscape exploring locations such as trading zones, industrial centres and markets, while avoiding the Viking Union huns. Make sure you build up your armed forces for the inevitable confrontations.

This is a lot of fun to begin with, but where you have been controlling the running of the train for a while it rapidly becomes boring. Strategy fans will find a lot here to grab their interest and this is certainly worth a look.

As a compilation, this collection is a bargain for any RPG/strategy fan. Three competent games are included, while they have set the Amiga world on the edge of its seat. It's a fantastic material good use of them. Take the plunge if you like these genres.

REVIEWS!

# Rich pickings!



DEVELOPERS: IN HOUSE  
 DESIG: VARIOUS  
 PLAYERS: 1  
 GENRE: STRATEGY  
 1000 COMPAT: YES  
 HD INSTALL: YES



It's not as much a good introduction to the game and an on-going challenge.

81



■ OCTOBER 1993 ■

amiga

31

## Rave review



■ **Malware:** A virus's buried across the globe by the hands of a lion. Not a lion, some he said is possible. It was not the case.



**BRUTAL**  
**SEASON**  
**FOOTBALL**

Millenium, ETBA

**I**t's amazing that—considering the scope for imaginative computer-based variations on popular sports—game developers insist on churning out predictable representations. Take soccer, for example—most software houses have released a local game, but few have had the imagination to try something different.

Sports Football (formerly  
Juniata) and being there  
by American Football than  
anything else) does take  
us a little closer, doesn't it?

For a start, it takes the physical side of sport and magnifies it a hundred — and why not? Using the ball-imp. up end spine games, DDF is viewed from the side a crowd sees if you like. (Each match begins with the ball being thrown into the air at the corner of the pitch, and that is where the violence begins. One of the is a seasonal graceful jump for the ball and make no mistake, there is the couch of horns and spray of blood as most players kick and punch, often to the ground.)

Once a team reaches its possession of the ball, the game is pure, and quick. The opposing team then attempts to steal it in an often brutal fashion: once caught, it is not unusual to see an individual surrounded by a few others, putting the ball in for several seconds.

## A-head of its rivals

As muscles contract, the multidirectionally twisting spine becomes hard and more rock-solid than a brick. You don't have to lift and twist (or jay in possession of) ball games. There are a few rules, too: 1) no leaning on vertical lines; 2) no flat feet; 3) plenty of blood flow; 4) no heads by foot; 5) no the ground; 6) no arms; 7) no the air; and 8) no chin, just points. For the amount of heads they're equipped with, our human bodies are sometimes a punishment. And once they're down, a temporary, guaranteed is effective body. A temporary, guaranteed is provided the question: doctor will even pay the price, again? or equivalent, then it's time.

the ball into the opponents' goal, are not fairly large but usually well-guarded. Ropes along the red, delineating players from a threatening zone of wave disruption, and it is these that I call *Bruder Sports Football's* already-mentioned *playerlines*. However, waves and holes fit into a line of the assumed stress sampling, psychometrics can collect and utilize, when devising results. However, weapons have to be dropped once the ball is collected, allowing other players to pick them up and put them in good (bad?) use.

Either a few more (left) up to right (left) participating, a one player league or the so-called one-to-one-player, individual can be played but surprisingly, 2025 is still the best one-to-one football players compete — while the computer and other players are undoubtedly over an able level. I can use boxcars with a few a while.

British Sports Football's a rough game — it is there's a lot of violence and blood. But it's a dirty game after all, and I can live with it. More like a bad taste cartoon. As for tennis, that's a good clean order for a Game of the Year award — no deception, it's honest tennis after several hours.

**Brutal Sports Football's a rough game**



# SPORTS RIE'S BALL

■ Scoring goals isn't as easy as you'd think — defenders usually snap themselves to the teeth with power-ups, so it's not wise to attack them head-on...



lan!

■ This is a lot more like it! Forget Speedball 2 — this is the game to play if you like your violence to be quality, loudly and preferably not direct. Sports Football is indeed brutal — seeing several players taking the living daylight out of an opposing team member is something else entirely. Just how it'll go down with our named players I can't say, but remember kids — it's not real, they're only actors, aren't they? That has cost that be terrible once then... 7 ■

■ Above: Players look on as one unfortunate individual has his head stomped into the ground. Charming game, eh?



## Rave Review!



■ Above: Explosions aplenty as one player tries to break parent-up, while referee yells who checked that foot?



### KNOCKOUT



**KICK MATCH  
SHOW RESULTS  
CHAMP STATE**



## BRUTAL IS BEAUTIFUL?

**B**rutal Sports Football is more tongue-in-cheek than anything else, but it's been said that perhaps... just perhaps... it's a bit too raucous. But what do Millionaire think? We asked their ever-cheerful J&J guy Keith Smith, who responded: The violence itself is so ludicrous and outrageous that I defy anybody to tell me it's obscene! It's just good fun. It's the first time we've done a game of this ilk, and we really like it. We've set it through some sample groups and they love it... no-one's said "we don't like that".

If we decide that best, are you are wrong for kids, what's left? Platform games forever! Heaviside said — but we'll look forward to a review copy of James Pond 3, if the same.



■ Heaviside, nice heads, is that a swan? I said swans... yes, it's got to be a swan. Okay, it's a bad caption, but I don't know any real head pigs...

### KICK MATCH



VS

TRUCK

SWANLORE

**KICK-FIELD**

**KICK SUMMER 6**

■ Below: Team One as it starts a huge victory, while team two burst into tears. Even the abandoned heads cry the black humor's great. Let's hope others in the series are as good.



# amiga

**FORCE** *Revenge!*

DEVELOPER: PHOENIX

- DISPLAY: 2
- PLAYERS: 1-8
- GENRE: SPORT
- 1200 COMPACT: YES
- HD INSTALL: NO



■ Superb action and then some. Unmissable.

# 94

DATA CATALOG  
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APC





■ **Battling through the American Civil war with UMMS II.** This isn't as accessible as UMMS, but it's far more intricate.



■ **Playing Return in time to Macedonia in a battle of wits, power and charisma.** Victory is yours for the taking!

■ **The results of the battles and things aren't looking too good for Harold.** I'll be an arrow in the eye for him if he's not careful!



■ **When you prepare to look home with the greatest armies in history, you should always consider tactics before sending your troops out the order to a slaughter.** One clever offensive play is to use your greatest troops to flank the enemy while your slower men should hold their ground. Armies should always be protecting itself they can be so many shots as possible before being destroyed by the advancing enemy. Of course, if you're clever and you think you're not, you can win the game.

**The Time!**

# AMIGAWARS II COMPILATION

is a pain on the eyes and some looks seem more obscure than they should have been, but what you do up with is one of the finest war game simulations that you could wish for. Sure, it's getting on a bit now, but there's little out there that beats UMMS in terms of depth and flexibility. It may not be reason to look up, but if you're serious about your war games then you can seriously get into this.

## Two Tribes

Universal Military Simulator takes the whole process one step further, giving you far more control over the map-making process and introducing more contemporary positions, landmarks and geography.

As a war game, it is played in a similar fashion to the original, only this time most battles are decided not by intent, resources and weather, but by maneuvering. This time, you open the game quickly and immediately. You can then play into play all the way through, play on and the like.

There are a wealth of scenarios that come with UMMS II. There's the Assault on Europe in which you have to protect the shoreline of Britain from the impending attack of the Nazi-led Germanic force France, a Civil War scenario in which you can

begin your scenario at various dates, a return for Napoleon, as well as a good old scenario in Ancient Greece. There are many other scenarios to take part in too, although I did find that the contemporary tactics worked far better than the ancient ones.

Everything is far more complex than before — just moving the troops can be a bit of a chore. Compared to the original, UMMS II is very much an experts only. If you wish to be the person from whom you will get yourself playing with the original UMMS for some time as the troops are smaller and the terrain and commands far more sophisticated.

Firstly, the game also includes the Planet Editor, a nifty piece of software which is a very powerful way of designing settings and scenarios. The original UMMS was at first and good when it came to designing smaller areas, but this gives you real control over the environment, even water, and climate. Creating an entire planet isn't out of the question, although, as yet, it's not such things. It's a lengthy procedure.

Summing up, if you are looking to get started in war games then this is a very interesting game. Only for the fact that when you are introduced with UMMS you can immediately move on to UMMS II. Expect many hours of fun, though — it's not exactly something that you can immediately pick up and play, that. None wasn't built in a day... R

lan!



**amiga FORCE Reeling!**

DEVELOPER: ISI  
PLAYERS: 1  
GENRE: STRATEGY  
HOW COMPLEX: YES  
HOW INSTALL: YES



Great value for wargamers, although novice players may find a little bewildered.

**88**

# REVIEWS!

## Rich pickings!

**Greenlin**  
**[24.99]**

The year 2879: The Free World Council's HQ is under attack, as leader of Terrestrial Omega you put into action operation OMEGA-X2 and aim to slay those alien, evil, evil of them! It's the usual scenario for a conventional shoot 'em up. (Deposable) reflexes in the future in a long line of side-scrolling shooters. Following the pattern laid down by games such as *Demolition*, the basic idea is to blast your way through the enemy levels of aliens to complete the game and thus save the world. Like I said, nothing new there.

To begin with your ship has a laser cannon for defence, or attack if you're a bit more aggressive-minded! As the game progresses you notice small capsules randomly dotted around the screen. Collected these to get hold of the alien weapon Blueprints they contain. Once you've have them it's possible to cloak your ship, a little ship pods and re-charge the spaceship according to this alien specifications.

It takes time for your scientific skills to design the strange alien attack one, so don't expect to use the weapons immediately. The weapons include a re-charge grenade-launcher that dots into the top of the ship, a bi-directional laser gun which destroys aliens before your ship as well as directly ahead, and three-way multi-shots. If you've the energy for this then you'll be taking no prisoners, believe me!

A word of warning, though. To use these weapons requires you a ship must have enough energy to withstand the power drain caused by the new equipment. If there isn't enough you'll be back your shiny new just earned function —

a major irritation if you're about to lose a particularly aggressive alien, although it was considerably in the game is difficult level.

### Big, bad blaster

So we've established that it follows a tried and tested and most importantly successful formula, but it is a good game? Happily the answer is yes. In the standard shoot 'em up market *Disposable Heroes* comes up a winner. It's one that's neither that gives no respite from the endless waves of ingenious alien machines. At every stage there is a surprise in store for the over confident shooter. This means that, while the game over display may appear with surprising frequency in your first few games, it's increasingly elusive the further you get into the level.

There's no doubt that this is a playable game, but it also has the added bonus of great graphics.

They're never going to make you rush out into the street!

scrambling that the Mammoth has been taken, but no many games have graphics this good! They complement the gameplay well, colorful, concise and don't waste time on unnecessary clutter — mainly because *Disposable Heroes* has nothing to hide! The alien ships are well

designed, especially the large robots appearing at specific points on each level. These guys all seem to be easy to kill at first, but as a laser shot or bomb suddenly blasts across the screen, released from a previously hidden gun, leaving you staring your outrageance in the world of shoot-'em ups. (Deposable) Heroes may not wage war, but they don't come much better. A worthy addition to any shoot-'em-up fan's collection.

Chris!

“No mean mother that gives no respite.”



lan!

My expectations were low entering this game. I'm not a great fan of shoot-'em-ups and I expected this to be more of the same target repetition. Hence my pleasure at being able to say that this is actually a great game. Although I found some levels, notably stage two, consisted of early deaths made an *Amiga* version, this doesn't detract from the addictive gameplay.

The graphics are stylish, I was unconsciously smiling with the way my craft cut a swathe across the water! This is a real challenge. Fast, all-action shoot-'em-ups of this calibre are rare indeed, even if you're only merely interested in the game, you won't go far wrong!

## amiga FORCE Rating!

- DEVELOPER: MAGNUM
- BOX: 5
- PLAYER: 1
- GENRE: SHOOT-'EM-UP
- TIME COMPT: 40
- NO INTELL: 40



One of the best shoot-'em-ups that you've seen for ages. What a waste your cash!

83

When battling the huge walker dronks, position your craft just above the line of fire when it's standing, you score great hits constantly!

The Time!



Some of the features in *Disposable Heroes* not much in other games, such as those tanks, yet it's still highly playable and bleeding difficult!

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Think about it.*

## Reviews!

# Rich pickings!

### Level One

A simple effort in which you need only to collect the necessary items to enter the level. Head for the blocks above to find the necessary items.



### Level Two

In this, you have to switch on the cell and remove two of the Blokkette head up on high. It's then back down to the cell to reach level three.



# BLOB

## Core Design £24.99

**B**lob is more than just another answer to another dimension fan. He really is! Unfortunately, this fact has often been ignored by reviewers and all at the busy Blob is a fun little game that is a real winner. So how he has to traverse 100 levels and beating levels in search of the Blokkette as well as all the fun he can find as he can blast off into space again leaving from this puzzle-esque world.

Blob is more than just another 2-D puzzle game in many respects. It reminds me of the old Game game. What if only because of the cool graphics and music sounds. The idea is to control Blob as he bounces along in deep space, pushing him from platform to platform collecting each level and ensuring that he doesn't fall past all of the time to the infinite depths of the universe.

It is not just a matter of collecting the necessary items found in each level. You find yourself moving all the colours of the files in one particular stage while in another you need to hit the relevant switch to reveal the exit. These little story to start — there are damaged lines which need the bouncing alien off at an angle, transportation lines and more.

The switches play either an important part in the game, so not only do they reveal the exit but also other hidden items. More often than not this involves extra blocks and platforms which are essential if you are to climb upwards towards the exit or Blokkette.

Scattered around each level are various artifacts. Some need to be collected to finish the

level while others are also rare and precious items which you can use if you are a little unsure of your next step. Suffice to say that these become less common the further you delve into the game!

### Practice makes perfect

Initially, controlling Blob is a little on the fiddly side as he can't be taken to be able to have a tendency to bounce slightly too high and hang around in the air more than you would possibly like. However, as with most games of this type practice and perseverance have their rewards.

The overhead perspective works very well. The fact that you are usually shaded out until you bounce high enough to be able to reach them when they are displayed in full. Being able to see these blocks is essential — should you hit them more often than you'll smash your head and fall back down, possibly plummeting all the way past every life, resulting in the loss of one of your lives.

Mastering Blob isn't your only concern. There are also other items including Bombers which either damage or slow you down as well as Blob's a ten-year-old who will

challenge you around the screen should you run out of time.

There are a number of original touches to Blob, not only in theme, but also in more subtle ways. It is also a refreshing arcade puzzle game, possibly not

everyone's cup of tea but good for a break from the usual endless shoot 'em ups.

But we normally assign to these items. Expect much positive screaming frustration though — this is definitely one of those games that will cause major headaches!





### Level Three

A well designed blue path will let you find yourself glissaring the depths of space to find the Reddies and the blue path.

#### LEVEL 03 INTO THE BLUE



### Level Four

Once the four creases are collected, you travel through the level, bouncing on all non-purple tiles to paint them in the purple color.

#### PAINT THE TOWN



Collect all the items that you can to score points and clear levels. Most scrolls are the scrolls which offer you help and advice, particularly if you're heading in the wrong direction. It's also a very good idea to keep an eye out for the all-important power-ups.



When you are proficient at controlling Blink, you should be able to hop from tile to tile by pushing in the desired direction and pressing fire simultaneously.



Should Blink jump on scrolls like this one, they will disappear, and the other one will fall to his death.

Watch out for the gun emplacement and the bullets that shoot out.



### Reviews!

Every once in a while, along comes a game that which the office never gets off low but soon burns to a crisp. Blink received this star at first but after a few plays, we were all hooked. It definitely has that evermore-go appeal with it's cute yet funny alien and laser firing, not to mention reflex-testing levels. It looks very much like a console game with its overhead 3-Dimensional view, yet it's more than suited to the Amiga. Its different, damn difficult at times and damn all it will take you a few hours at a time once you're totally engrossed. Well worth the price! ■



DEVELOPERS: IN-HOUSE  
DISC: 1  
PLAYERS: 1  
GENRE: PUZZLE  
1200 COMPAT: YES  
HD INSTALL: YES



A very playable and most enjoyable departure from the norm.

82

## Reviews!

# Rich pickings!

Chris

One of the best all-time games is Premier Manager, thirty-five years have been spent developing it in the latest edition Premier Manager it is a more rounded game with better presentation continuity and 'buzzy' details (such as past history of the leagues and cups).

As before, playing in two player mode will not be confusing, with the game listing from manager to manager quickly.

The sound is worthy of note if only because of the samples used at the start, but I did find the animations annoying — being able to watch them off a too pay off ultra speed is a pleasure.

Even if you have Pld, you should seriously consider buying on to PAM! The Queens boys done well!

# PREMIER

■ Gremlin, £24.99

more to keep you glued to your screen, studying lots of player transfers and league tables.

Gremlin have re-worked and updated Premier Manager making it even more addictive in their quest to perfect the game. A number of new features are included in PAM II while the game retains the same go right and spot play controls making the first version a joy to play.

**The management sim to own**

As with any well-respected sim, the aim in Premier Manager II is to lead your team of no-hopers to league glory. You can also apply for other vacant



Some people shouldn't be allowed near football clubs — poor old Queens have been put in a real mess! Where's Jack Walker and Kenny Dalglish when you need really them?



# R MANAGER II

points in other clubs, to speed up your rise in the Premier League (given into Europe), certainly you may be limited but should your performance not be up to scratch.

## Backhaulers banned?

Cash isn't playing a few pointers. It's a wonder that old this is far more difficult than its predecessor. Leaving this a sparsely of Yeovil Town and Belf City in tables. I moved to Southampton (and where things started to click and generation was forthcoming). Only after splashing out on over priced players in the transfer market, though — it's a volatile world this and no one's keen on accepting bags of money in service stations no matter how hard you try!

Premier Manager II is one of the latests we've played, especially on the A1290. There's no waiting around for the sponsorship screens to load — a small but frustrating point of the last game — and you can elect to off the match reports and results tables.

## Glass job!

PM II probably sounds very similar to the forerunner — it is. However, there are new features — more playing formations, special tactics, window condense the latest FIFA rules while playing in Europe, more ground improvement options and the chance to apply for other jobs mid season. The tax machine is set to better suit too, with players contacting you from

time to time to ask for a job (oh my goodness!) There are numerous top competitions to enter some through qualification only, as well as a detailed history on the past winners which is a good touch.

One of the strange points is that this is now only a two-player game, as opposed to four in the original. Let's face it, though, just how many people did have four players competing at any one time?

Premier Manager II is now the soccer management sim to own. Despite being similar to the original, it's a better, more polished game with enough to keep you interested for many months to come.

Chris!



Secure the transfer market for players out of contract — even when in higher divisions, these players are a snap at the price.



Although consisting of lots of text (as if you couldn't see that!) and very little in the way of state-of-the-art graphics, Premier Manager II is still a well presented game and one that is clean, concise and pretty darn fast. You can get to use the phone without rattle from the previous when you see text!



**amiga**  
**Force Rating**

DEVELOPING FOR



- SERIES 3
- PLAYERS: 2
- GENRE: STRATEGY
- 100% COMPLET: YES
- HD INSTALL: YES



A superb football management sim that will have the fans straining in the terraces.

89

# Reviews!

## Rich pickings!

### Human Skills and Weapons

**Tower Blocks**  
In order to save new heights, the humans climb up on top of each other. You have to figure out how to get the others up as well!



**Rope**  
One human can drop a rope, enabling the others to climb up to meet him. You need to search very carefully to find it, though.



**Spear**  
Throw it, vault with it, or use as a nasty Neanderthal with it! Note that it's not always best to throw at full power...



**Wheel**  
Just invented in time for this game. This can be used to push along at will, usually, but you need to be very careful!



**Torch**  
Ignite bushes or burn any nasty creatures wandering around, but don't play around with the too much!



# HUMAN THE JURASSIC

**Gametek**  
**£29.99**

**H**umans — don't you just love them? The original Humans was very much a *Cambridge* variant. Now it's back, with more levels, more tools and traps and a whole lot of bombastic action!

After waiting an age and a half for the daring to load, I was convinced not with my own eyes when I finally first began that this was into its game it is a steady pace but is complete one with intricate moves and unending sequences. Find the rope, manoeuvre your little humans into position, grab a spear, duct in the welly walking around above you, work your way to the top of the screen, grab the flame, combine use of the rope and towers of men to get back to the top right and then turn a loose to get to the exit. A very time consuming process, believe you me, and for all of these cycles out there who think it was done! actually play the game! I or any great deal of time, well, I struggled with the first half dozen or so stages over a very long evening. Just that first level took up a good forty five minutes!

The humans, for their part, are simple creatures, yet able to put their limited skills to good use. At any stage, they can stand on top of each other, subvert precariously at times to form towers which the first human can climb in order to reach a platform. They can also pick up spears which they can throw or use to push away, objects which they can drop down for the other humans to climb, and finally, for getting bushes or bombarding at oncoming enemies. Each level requires you to solve problems and find a certain number of humans back in the warmth and comfort of their caves. Along the way, you will discover other neanderthals, a plethora of traps, captured human heads between spears and other primitive, yet effective pitfalls.

Completing a level is easier said than done! There are a certain number to your tribe and

while some are expendable, you have to be careful not to let too many lose their lives otherwise you won't have enough humans to be able to build towers high enough to allow you to get off that level. You only ever have five humans on screen, the remainder are also more than a figure in the bottom right corner, only coming into play to replace any that have perished.

And Humans isn't too far otherwise they are almost an extension of the ground. They're able to throw the different items to each other but their strength and power is limited. They're very much like *Levin* only these guys don't walk around mindlessly — movement is through joystick/keyboard manipulation only.

One of the problems with games of this genre — *Cambridge* aside — is that the levels tend to become rather repetitive (*Ministry of Super Pathways* springs to mind). However, the variety of items and the skills which the humans employ when in possession of them, allow the events to remain fresh and

interesting for a while at least. Best of all is the *Wish Doctor* who provides wheels, the spears and ropes in return for the sacrificial slaughter of a nearby human. It's worth getting him to call his magic pot for the wheel!

A few comments, though. It is a bit of a pain to get started — but enough, value for money is assured, yet, do think the difficulty level is a bit far too high, it challenges in a weird and good but if you're of the impatient type you'll probably end up hating this around the room as Humans is guaranteed to take you to the end of your tether! It happened to me and it wasn't a pretty sight!

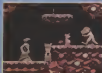
Graphics in *Humans 2* are pretty good, while there are plenty of varied sound effects. With the gameplay, *Humans 2* is a well presented and ultimately fun game but does tend to be an the time consuming tale. As such, it will appeal most to puzzle fans.

**A well presented and fun game**

**Chris!**



## LEVELS

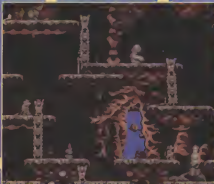


Because I'm truly ironic — you will have to spend somewhere or fight them back with fire or you'll be asked!

You'll also have to remove fellow humans. They'll have join your fellow and make you complete the deal.



**The Fun!** ■ On the first level, you need to get the rope from the top of the screen before getting the flower on the top left. Only then can you learn the trick blocking the exit on the top right screen.



## Reviews!



**DEVELOPMENTAL PSYCHOTRIC**

1. **Introduction**

PLATING: 20

1. **Introduction**

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40 ITEMS TOTAL: 75%

■ Because of the difficulty level, it's really one for the die-hard fanatics only.



Reviews!

# Rich pickings!

# EUROPEAN CHAMPIONS

**■ Ocean Software**  
**£25.99**

**O**riginally penned as *Hammer League Soccer*, Ocean found themselves priced out of the market by those far-seeing lads at the PFA who let their *European Champions* dream. Can't complain too much, though — at least this gives you a chance to score from five boundaries, and, anyway, the PFA would probably have restricted the game to 100 subscribers only if they had granted the licence.

*European Champions* is essentially similar to the *Scorilla Soccer* and *Glory of the World*, only with a more 'sensible' and, well, Ocean feel to the whole thing. Better, better, more than it's passing sentence to Roger Hughes International Soccer.

## Ping Pong!

During play, you opt for a purchased view — a side-on perspective. Our preference is the side-on perspective, not only does it look better, but it allows more flowing football (something which us Arsenal fans cherish). Control is unorthodox but, ultimately, quite effective. There are two ways to pass the ball — you can hold the fire button and keep the arrow down to move it, or, alternatively, you can a 'step' pass. This allows you to play effective one-touch football, pushing the pass towards the player with the 'ball' along his head. Shooting's simply a matter of holding the fire button, depending on the direction of the shot and setting it.

One-touch football is also possible, pressing the button while the ball is in flight will cause the player who receives the ball to either shoot it on or head it goalwards. When a

player is scoring, you can't just hit on a shot; instead, he must shoot down and cut through 110 degrees. Fortunately, this doesn't slow things down too much.

## Options galore!

A wealth of options adorn *European Champions*, with Mercedes, such, six different leagues (Premier, Italian, Spanish, German, French and a third Ocean league) plus referees, a referee editor and very definite referee (there's no need to edit). Matches can be played against the computer or another player, alternatively, turn up and take on the game's very best in Ludo or Ronaldo.

*European Champions* isn't perfect, but it's still a competent soccer game. Yes, the overhead perspective is odd, but the side-on angle makes up for this. Despite its aspirations to add realism, *European Champions* has more of an arcade flavor, which extends to appeal beyond that of head-on soccer fanatics.

Chris

“A competent soccer game”



It's with a different feel! Penalties are the most common of 100 — you've got to use one or two!



The time!

It's One-touch football! It's very effective — try passing to foot so that you can kick the ball towards goal. It

**amiga**  
**FORCE Rating!**

- DEVELOPER: OCEAN
- GEN: 1
- PLAYERS: 1
- FOOTY SIM
- 100% COMPAT: YES
- HD INSTALL: NO



Not the best soccer game ever produced but still worth a look if you're in to such stuff.

73









Reviews!

# Budget bargains!

lan!

■ What a treasure! Even when you consider that this is almost necessary at the under twelves, it's still a missed opportunity and a dire game. Just because it's crap doesn't mean that your kid brother will want to play it!

Try to find a version on tape if you're far more interested!

Collect the diamonds, jump around a bit, get lost out of your mind, have fun.

Budget!



# HUCKLEBERRY HOUND

The platform action really talks about of the mark.

■ **Alternative Software, ETBA**

"O" In my brief history of games, I have never played a game as boring as *Huckleberry Hound in Hollywood Capers* in the history of games. I have never played a game as boring as *Huckleberry Hound in Hollywood Capers* in the history of games.

Just what is *Huck* doing in a video game? A very good question on which I will not dwell. I will only say that *Huck* is a game that has been a real hit with those people I had heard out there, which is why I bought it. However, I was disappointed. The young cartoon character has been turned into a game with a load of false diamonds and scattered them far and wide across the screen. I have never played a game as boring as *Huckleberry Hound in Hollywood Capers* in the history of games. I have never played a game as boring as *Huckleberry Hound in Hollywood Capers* in the history of games.

**A Posid knocks twice...**

*Huck* is a game that has been a real hit with those people I had heard out there, which is why I bought it. However, I was disappointed. The young cartoon character has been turned into a game with a load of false diamonds and scattered them far and wide across the screen. I have never played a game as boring as *Huckleberry Hound in Hollywood Capers* in the history of games. I have never played a game as boring as *Huckleberry Hound in Hollywood Capers* in the history of games.

to some jumping steps, never reward you with extra lives, the player with limited invulnerability.

Simply saying upwards and around each level eventually becomes a very monotonous task. *Huck* is a game that has been a real hit with those people I had heard out there, which is why I bought it. However, I was disappointed. The young cartoon character has been turned into a game with a load of false diamonds and scattered them far and wide across the screen. I have never played a game as boring as *Huckleberry Hound in Hollywood Capers* in the history of games. I have never played a game as boring as *Huckleberry Hound in Hollywood Capers* in the history of games.

Graphically, it's dire... steer well clear

laughable animation on *Huck* makes this a real visual turn-off. The music just grates and the sound effects consist of grunts, bangs and the odd bell effect. However, these are only heard when the music is off — thank heavens for that!

Even if you're a real *Huckleberry Hound* fan of old, you won't find much in the way of nostalgia here. *Steer well clear*.

Chris!



DEVELOPER: HADDORE  
BOXES: 1  
PLAYERS: 1  
GENRE: PLATFORM  
1990 COMPAT: YES  
HD INSTALL: NO



Diamond, even for a budget game. Even many of the PD games better this.

21

50

amiga

■ DECEMBER 1990 ■

# Budget bargains!

# WORLD CLASS Budget! RUGBY



Nothing could be the substitute for our own ratings, as only a few moments before entering the longer longer we stop.

lan!

This is one of those games that grows on you. On loading it the screen looked bad. There was little in the way of graphics or design to get the game flowing, and even less on the second effects front. However, if you give the game a chance you'll be pleasantly surprised. The gameplay's actually fairly addictive. This will never be the best game I've ever seen, but for that matter, it's a good fun. Okay, World Class Rugby is nothing to get over-excited about, but it is a pretty little number that'll pass the time of day.

## Audigenic £14.99

**R**ugby's always seemed to be a sport created as an excuse for the real action. It's like beer after the game. The beer sipping, curious sipping and, well, disgusting vomit inducing ingredients have always seemed more than the reality of the game itself. However, from the subtly all right, comfy chair in front of the monitor, I've been seduced into the delights of the rough and tumble world of fuggery by the re-release of Audigenic's well-designed sequel on.

World Class Rugby never attempts anything flashy or clever. Indeed, rather like the glorious Kick Off, it relies on the quality of the gameplay to overcome any graphical deficiencies. The same goes for its sparse use of sound. A few claps here and there that grunts and groans of winning or losing are about it. Yet, despite this, the game's all-angry addictiveness I became accustomed after a few goes to win the World Cup for Queen and country!

## Scrum down

Cracking into the game's scrum! Just decide on a yard line, select the type of pitch you want to play on and the length of the match. All you have to do then is choose a team and decide on the computer team you wish to enter. The choice is between the First Half and Championship, the World Cup or a one-off friendly. The World Cup begins with a league table format. Each league consumes the series that comprises in the last World Cup, which was around the time this game was originally released.

Anyway, to play the game, select side practice. The rules are the same as for the real McCoy.

The only selection is your option to instruct the computer to ignore all sides and knock-on. You control the player nearest to the ball, and, depending on whether you're attacking or defending, he can throw the ball back to you with a set or make doing tactics. When a player is tackled the result is usually a ruck. To come out of the ruck with it the ball, wiggle the joystick to build up your pack's strength and overpower the opposition.

The same principle's in use in the scrum, although here's also a choice of plays. Select one of these to trick your opponent. The first few moves of the play are controlled by the computer, watching these is great fun as some of them are really cunning. You can't sit back too much though, as control quickly returns to the player.

As I mentioned earlier, the game never messes around with cosmetics. Unlike the simulation in most soccer simulations, there are no celebrations in World Class Rugby, what a try's scored. Rather like the real game, the players just launch themselves down and get on with it. The only form of cheating is provided by the interactive replay facilities. You can save your

favourite plays, view them from a number of perspectives and create a library of your all-time classics.

This is a sports simulation that succeeds in grabbing the player's attention. At the bargain basement price it's definitely worth a look, even if like me you're not a great fan of the real World Class Rugby. They can't be the best sports sim ever, but it manages to bring the atmosphere of the game to the Amiga. All that's missing is the beer or the bar after the match!



**Succeeds in grabbing the player's attention**

Chris!

**amiga**  
FORCE Ranking!

It's the fact that it's different, not only serves in its favour, a great game for a great price!

79

**Budget!**

# THE MUNS

**Budget bargains!**



**“Dad won’t be too chuffed”**

## JAWS

**Alternative**

**£4.99**

**J**ust when you thought budget games had improved, along comes *Jaws* and you're left questioning the brightness of our against Musically. *Jaws* puts you in the role of Brodie, the chief of police, charged with the task of rotting the islands of the great white shark. While floating through is not to board the gun necessary to take out *Jaws*. With a crew of divers, he has to travel across sea, shutting down beaches at risk from the shark until his divers have found the gun. Then, and only then, can he enter into a final battle with *Jaws*.

Unfortunately, the plays every bit as bad as it reads. You find yourself, swigging a beer through dull asiers, diving deep into the ocean with your divers to face fish and this like all thing at you, while one contact with an underlayer has results in a sudden death.

### A Monster Splash

Even with the film taken out, it should've been possible to create a decent game based on the early top-down movie. This, however, is a weak enough of bull shark. Broken together with loose connect only in the film the shark, fast and far from-moving music.

There's no atmosphere whatever. It's a

Mile more than a stroll on up with a map.

**“Even the graphics and sound suck!”**

**Chris!**



**lan!**

For some reason, I had high expectations of *Jaws*. However, each optimism soon ended when I found myself playing what amounts to sea mine that a lifeless playing game and one which requires a lot of bull explanation at most. There are few redeeming features, even the graphics and sound suck. Best would be too chuffed if he says this, let alone others.



**The time!**

Keep checking your map, watching out for any imminent shark attacks on the surrounding beaches. The many deaths and your job is on the line.



**amiga**  
**Force Rating**

It Hardly even up to the standards of the film's director.

**33**



**Public Domain!**

# Going

It's big,  
it's brave,  
it's bold and  
it's back!  
Ian 'We want  
four!' Osborne  
has been scouring  
the PD and  
Shareware scenes  
and discovered  
an amazing  
wealth of  
brand new  
titles....

## Q-BIC

■ **Best-Up PD (Charityware)**  
Another PD conversion of a mighty Q-Bic. Q-Bic is a brilliant tribute to the aging classic Q-Bert, and a near-perfect one at that.

Set on a pyramid made of levels of cubes, your task is to slide from one to another turning them a different color as you go. Win them all, and you move on to the next level. Yet, but head to pursue you to your death, some into contact with one and it's lights out. Make sure you don't let off the edge of the pyramid either.

My little Q-Bert with Q-Bic and moved it's coding impressions. Q-Bic control manual. Because the cubes are set diagonally to the screen, pulling them off your joystick moves your cube down and left, push right and the cube right and down etc. I spent a lot of time feeling into the odd because I'm accustomed to joystick commands. Still, if you're not as clued as me you'll find this a real treat. It is a near-perfect conversion of the original.



## TRANSPLANT

■ **Alpha PD (PD)**

Transplant is a mind-blowing, definitely not alienist ride-along — this is one of the best PD games I've seen.

It's based on the simplest of ideas — rotate your ship clockwise, fly, and blast the host of enemies that are in your vicinity. It's a lot of fun. This is no clone with knock-out thought. Instead of rotating your ship in relation to the screen, the screen itself rotates leaving your craft facing up at all times. Sounds confusing, but not so when it works. An Asteroids-esque thrust function is also offered, but with little or no benefit. Indeed, rapping through space and steering your craft is much easier here than in the slightest clone-alp, which is just as well — after the first level the blood-thirsty (though not joined by all manner of mind-blowing spacecraft)

and take will make game. The further you get the harder they become.

Blind away all the rocks and take-rings to complete the level and you're offered the chance to buy more ships to upgrade your firepower, shields and agility before battling your way through the next. At the end of the game you also get a pseudo to prevent the early level getting boring.

It's difficult to put your finger on exactly why Transplant is so damned good. Maybe it's the deceptive simplicity of the gameplay, or the excellent graphics and silky-smooth action. Perhaps it's the attention to detail, with blending exposures and great incidental music. The game's only real fault is it leaves you in the dark about how to spend cash on a power up. It's the function keys F1-F4, but how you know there's no excuse at all for not doing this portion of PD perfection.



## CLI-TRIS/SHAFT

■ **Alpha PD (Shareware)**

We're looking for a quality here, instead for the old paper-pile (or maybe later) but what it lacks in ideas it more than makes up for in polish. Despite the title, Cli-Tris is actually a Columbia clone. Guide the falling blocks (which drop in columns of three) in such a way that when they hit the desk you have three or more squares of the same color. You can change the order of a falling column by hitting the

Although nothing new to say the level 5 of Cli-Tris is a real challenge to beat. The columns are 5 by smoothly four and levels are an offer, and you can even choose from the various new soundtracks on offer. I've instantly ripped off from the angles. I've been looking for a Columbia clone, which this is not.

And shaft? It's one of those rare square video puzzle things but without the puzzle you can only tell when the special squares are in place because a white light appears in the center. I liked it, but what is packaged with a quality game like Cli-Tris, what's next?



# Public!

## Public Domain

**SUPER BLUKID**

| Age Group | Percentage |
|-----------|------------|
| 18-29     | 85%        |
| 30-49     | 75%        |
| 50-69     | 70%        |
| 70+       | 65%        |
| Total     | 72%        |

When we used it a couple  
a good month for PC and  
winter's plating. Note  
that affinity for  
platform coding is better  
preserved than a lot of  
commercial systems.

You play the blue  
marvel of the title, and  
what rock, roll, roll up  
the traces of **GLITTER**  
ignoring **IMMATURE** **STARS**  
as you go. The **Black**  
winks a variation of you



1. *Journal of the American Medical Association*, 2000; 283: 2689-2696.

power up, but more importantly opening as the chain allows you to get to the next level - if you can make it back to the now open cell before the time

The presentation is nothing short of amazing, with a (slightly overstated) more-gritty, real-life view of a truly unparalleled world reminiscent of the top level of *Final Fantasy's* *Ultia Passacodes* are available, a unique yet effective look. For many game designers (PD or otherwise) leave out. To learn how to fit

Several other studies have examined the relationship between the use of the Internet and the use of other information sources.



Pumping up a basketball into 100 psi isn't a higher platform, umbrellas allow him to fall any distance without hurting himself and he can walk with a gust of wind to his advantage. These effects are useful but break in number — not as many as you could find in a good umbrella.

**Super Smash Bros.**—a little more improvement. You can't die — falling too far just puts you here for a while, waiting (probably) until there's time for any backdrops to be cleared with. You won't be playing for ever, but it's a damn tease — look at this: *Smash* makes it worth a few things. Can I expect that year's *Rainbow Islands* and you won't be disappointed? — It's a cool game in its own right.

THESE

1991-1992

Have you a friend who constantly reminds you about the night (or days)? You couldn't be! I had games behind good graphics, the action, the games of yesterday were really good! There's some truth in that, but there was great about it those days too. I've just been found in the state of fall, leaving the game in a state of indifference. It's a great way to end a game, it's a great way to end a game, it's a great way to end a game.



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Like most Nintendo games, you can opt for CDi or Amiga graphics, though even the standard version looks dated. The graphics are okay, but unimpressive and lacking real detail, making why twice the cost was designed. The gameplay is pretty terrible too. Gladius (Puzzle) isn't a very realistic single-player platform competition, involving Bubs and his numerous misuses while grabbing the hearts dropped by Olive Owl. I can see how it might well be a minor hit in its day, but how did it become a flop?

If you started the old C64 version and want to see just how much pleased you were in those days, give it a go. It's okay as a source of nostalgia, but for the current

## INSECTOIDS 2/ ZOMBIE APOCALYPSE

**Post-Use PO (Cancellation)**

And a special two game collection is! The games on offer will be a nice little collection of top, and both are the games in the collection.

Blackbirds are always more than a passing school in summer. But instead of starting each season heralding the beginning, today Black's is heralding the end of it. They go wherever they want, on their own terms. I can't wait to see what comes next for the flock.



© 1997 American Psychological Association  
0893-3200/97/\$12.00 DOI: 10.1037/0893-3200.11.4.475

Stardust again, remember, strips a laser's fly across the top of the screen. But if you sustained its blasting one, they drop power-ups for firing speed, extra guns, a free life, and. Look out for bonus rounds, where lines of baddies zip across the screen in tight formations—blast as many as you can in five seconds.

The game has all the simplicity and smoothness of an early-80s op, but unlike many PD attempts, retains that certain something the arcade machines had in abundance. For collectors of PD software, *Early Room* was there, it is, most likely,

[illegible]

What does this game's most attribute stand by the Gachetto (and that's hardly new, look at the type currently surrounding *Witch/Knight*)? The *Finals* don't lay back but if they escape you lose energy - better by 1000 than 10000 (and I mean quite literally) before they lose the game.

The standard Zip Modem power up art here (which is for a 3.5" amstruc, etc) though the cam is a safety is missing. It is certainly worth a look as the graphics displayed as you hear huge slugs from your underbelly have to be seen to be believed though you may miss back to a last call.

And my still is home from my summer school







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# amiga

## FORCE

# Playing Tips!

## THE TIPS BITZ

One of the games of the year returns to our pages, and going to show that we do respond to your pleas for help. Flashback is as tough as it is impressive; to aid you through the more challenging areas, we've put together maps, hints and a final level solution.

## THE COMPLETE INDEX

Your guide to all of the games featured in our comprehensive tips section. Let's face it, nobody does it better than the AMIGA FORCE team!

Arkanoïd 3  
Bart vs Mutants  
Bart vs Mutants  
Body Blows  
Crystals of Art.  
First Samurai  
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### LEMMINGS LIFELINE

Following on from our earlier tips in the last issue, we now bring more help for you hapless Lemmings lovers. Remember, if you are experiencing problems with a particular level, contact the AMIGA FORCE tip team at the usual address.



### SHADOWLANDS

Recently re-released on the MS-Dos label, Shadowlands is a stunning adventure to the right and centre. The five levels contain numerous tricks, traps and deadly pitfalls. Discover the deepest, darkest secrets of the MS game on page 66.



# FL

The team here at **AMIGA FORCE** have spent many hours down at the Newton Abbot jobcentre trying to obtain the sort of jobs Conrad himself would undertake while in New Washington. After being ejected from the building and told in no uncertain terms that there were no renegade cyborgs or mutants to be destroyed, we returned dejectedly to our machines and decided to provide you with a complete set of maps to the New Washington level, as well as a solution to those tricky final two levels.

# ASHBACK

Playing Tips!

## NEW WASHINGTON



Begin access to the Oval's Tower access in order to obtain enough cash for your trip to Spain... you'll need some help! It's... *The plan is to get them in from a black market for get* Unfortunately, I don't know I come cheap for you must take a variety of missions from the Work Agency to earn those vital credits.



## GETTING A JOB

The first thing you do before you take any mission is obtain a New Washington work permit! To do this visit the Administrative Centre situated in Africa.

Speak to the guy at the desk downstairs, he will then call the lift so you can travel to the floor above. Once you're on the top floor, talk to the guy at reception (Baker). He'll give you a paper pushing... with him the door for you to see the boss. This is the guy who can travel over the wall again, permit, to get it from his ally group you must show him your current ID.

Once you have a permit, you can travel to the Work Agency in Europe. At the agency, you find a variety of screens. Simply walk up to the flashing one and read the mission and play details. Then insert your work permit to accept the job.

## MISSION ONE



Carry a parcel from Titan Tower's office in Asia through to their other offices situated in Africa. This is a very simple first job and poses no real problem, apart from the cop awaiting your return to Africa. To rid yourself of this sad monster, simply shoot your gun in the left up, then in turn have it shoot you with the top. Remember to shoot up and fire when he uses his rocket pack to hover above the ground.

This is the administrative centre where you must obtain your permit before accepting any mission.

## MISSION TWO



Climb over the top of the barriers to open them from the other side.

Shoot the corridor barbed wire from the key from the platform at the top. Use this key to open the last door and complete your mission.

A VIP is waiting by the entrance to restricted area here situated in Africa. You must escort him safely to the research centre located in the bottom of area two. The VIP will only follow you when you've made his route safe for him to continue his journey. Watch out for mutant guards along your journey — shoot the first one to get his door key.

# Playing Tips!

## MISSION THREE

is experimental cyborg escapes and must be tracked down and destroyed. You're issued with a photo of the robot, which you need to show to the man sitting at the table in the American bar. He gives you plans to guide you on the right track to locate the cyborg. Follow his information and that cyborg will soon be a smoking heap of scrap.

## MISSION FIVE

To defeat the cyborg, they use and lose rolling and shooting of the two images.

After your meeting with the cop, you must save the informant's life to gain access to the cyborg info. You can find it in the left of the bar below a hidden time.

## MISSION FOUR

There is one where known as at your mission. You have 90 seconds to replace a computer chip in the city's main reactor.

Follow the map carefully and run away part of the way as time is at the essence. You will not only be out of your death but also in the complete replacement of the chip. On reaching the final reactor room you find the time in your inventory (price it at the opening board second from the right on the central case system). If you're successful, you'll automatically transport back to the Employment Agency.

The key for the lower door is hidden on this platform.

Work your way down to this point, then press the switch to open the door and activate the sentinel. Destruction of the sentinel successfully completes your mission.

A group of mutants infiltrate the city. The city council request that you travel into restricted areas (time and wipe out anything you discover there before they have a chance to get deeper into the city and harm any of the citizens). This one is fairly straightforward and in your final mission. Successful completion of this will give you enough credits to play the larger. Once you have them return to him, then take the papers to the assistant at the Death Tower museum.

# FINAL LEVELS

## Playing Tips!

**Here they are, the final stages. To complete this level, find the atomic charge and place it in the central brain to wipe out the aliens and save mankind once and for all.**

### FIRST ZONE

**F**rom the start of this zone, wait your entry to the right and kill the alien you find on this screen. Now jump up the platform and kill the alien on the next screen. Don't move right and press the switch to open a door on your left.

Go back only screen to the left and take the ground level route to go through the door you just opened. Then down on the lift. At the bottom of the lift. Kill the alien and roll onto the screen below, avoiding the laser turret in the process. On the next screen, you encounter an alien. The quickest way to get on even terms is your battle with him is to throw your teleport receiver. To the bottom, then wrap down to it and fight him on the bottom level. When you have defeated this alien, walk to the right and pick up the stone before continuing to the left. Don't forget to pick up your teleporter on the way!

Roll under the wall and place your stone on the second pressure pad. This will open the door above which you must go through. When you reach the next door climb up and press the switch to open the floor below. Climb down to the bottom level and shoot to open the next door. Press the switch then wait on the bottom level. This series of switches releases an alien who will unfortunately kill your friend behind the door. Wait for the alien to take down and you lower from there how close before climbing up to your friend friend. With his dying breath your friend hands over the all important atomic charge.



Once you have the charge in your possession, roll all the switches to your left. Then climb the top of the level screen, go diagonally down to the left. Use the lift to go down to the bottom level. Press the floor teleport receiver down to the ledge on



the right and left open access. After picking up the receiver, drop down and activate the switch behind the door. Throw your receiver down the empty opened space of floor and beam down to it. Pick up the receiver and drop down to recharge your shield, continue right and kill the alien that stands in front of you. Next that enemy did recover down the hole and beam down after it, lighting the alien you find there. Go down through the open doorway and avoid the alien because as you continue down to the next point. Head to your left, pick up the stone then climb up and continue left.

Watch out for the falling bomb as you head left over the pressure pads to open the door below. Kill the alien and go right, pick up the key then ascend underneath the transporter of the lift right to bottom to the ledge above. Go back to your right and climb up to get onto the lift at the bottom of the big bag. Go up on the lift when you reach the top. Throw your receiver to the right then beam after it. Pick it up and walk all the way to your right and use your key to open the door.

### SECOND ZONE

**A**t the outset of the second zone, head across from left to your position at the start point. From here, look. When you are at the furthest left remove leaving the screen. Take a running jump to go onto the metal ledge above.

Use the lift to go up and fight any alien you find there. Then climb up to and kill screen. Rise to the top then stand on the edge of the platform and hurl your receiver onto the platform to the right. Teleport after it to avoid the falling turret, pick up your receiver and go right. Go up on the lift and use the switch on the right at the top of the lift shaft to turn off the laser cannon at the top.

Go left and place your receiver at the top. Climb down, activate the switch then quickly use your teleports to avoid the guard in the bottom. Once you have escaped from the laser turret, go left and down on the lift. Then kill right to recharge your shield. Head back to the room with the laser cannon, drop down to the switch then jump across to the pressure pad on the left. Next gently lower yourself off the edge so that you fall down the shaft. If you keep up on your position, provided you will grab a ledge to break your fall. Drop down off this edge and go left. Drop down again, then go to the right screen.



the lower level. Defeating the alien to go through the door.

Pick up the key then use it on the lock to open the laser above. Climb up through the lift, then opening onto the lift. Use the lift to go up, then climb up to the top of this screen. At the top of the next screen, go through the door and have your progress at the start module.

Continue left through the opening and wait for the rays to disappear before you jump over them. After safely navigating the beams, use the lift to go down and open the door below. Drop down onto the lift, then use the lift up and it blows up the mines for you. Throw your receiver down the hole and teleport after it. You will now be level to one of the alien's guns. It is a guardian. To destroy it the best way is to climb and wrap wrapping up and taking shots at it. When the alien is fixed, the floor opens. Pick up your receiver, stand on the left and press the switch and hurl it down the shaft, causing it to fall.

At the bottom of the shaft, go left to find another save point. Once you've saved, jump to the left and continue left until you come to this point with the lift in the center. Jump across onto this lift, grab the ledge above and jump all to the left then continue left. When you reach



the top lift, use the shaft one up the receiver from side the big one down to the bottom.

On reaching the bottom, save your position. Head through the door, walk to the right hand side of the beam and shoot the alien when they land. Put every your gun and run to the left to keep up

onto the platform above the beam. Then jump down and wait for the alien to come again. Run to the right and grab the platform, put yourself up and shoot the alien again. Drop down and repeat the technique process until you hear a door open. Then go through the right hand doorway.

Walk to the right and press the switch to close the lift. At the top of the lift, go right, go up on the lift and pick the exploding turret off the pressure pad. Kill the guard to get the key to the door. Open the door and go down on the lift level right and beat the two aliens by the door. Continue with light and, once you reach a beam, throw your receiver through it and teleport to it. Pick it up and throw it back to the other side of the beam. Now walk over to the switch and place the atomic charge near to it then press the switch. Return to the top of the large lift shaft and run at the way right. Keep running right past the start of the shaft until you reach the area again. There is a lift beam behind the large metal bag - use it to lift beam successfully complete the game!

# SHADOWLANDS PLAYERS' GUIDE

## LEVEL 1

### THE WILDERNESS

**O**n starting the game, you'll find yourself in the wilderness. There are no real dangers at this stage. The main threats are those of an environment that is hostile, so it's not really wasting your weapons on them.

The simplest way around this level is just to take a gentle stroll around and pick up the many apples you find lying around the floor. Also, keep a look out for the four big rock pillars as these come in handy as supplementary weapons to keep you through your first encounters with the enemy. Once you've collected all of these items, take your warrior to the top right-hand corner and pick up the four fish that float around any old site with the one you'll find from later in the game.

When you've collected all of these items, take your complete squad to the top left-hand corner and grab the torches (remembering to extinguish them) before heading down the steps to the next level.



**Move Left**  
The local hermitage starts showing some rather good tips, that they have taken a wrong turning at Highthorpe Village again.

Grab as many apples as you can before entering the dungeons.



## LEVEL 2

### DUNGEON

**B**efore journeying further into this level, it's best to check out any weapons and armor that you find here. This means certain that everyone has a piece of food and some weapons to defend themselves with.

Once you've visited the dungeons, each along with a pocket of all the treasure, but remember to keep your eyes on the wall about half way down the first level. Collect the three silver coins that are on the wall about half way down the first level. The one on the wall is the one you need to get the three silver coins.

Now you can go back to the first level and

find a treasure chest. The treasure chest is a good one to find. The reason for this is that the treasure chest is a treasure chest which is in the dungeon doors for you to move into a room with a door on the floor. Use as many as you don't really need. Just as you go to the first level, you'll find a treasure chest. Opening the door will give you access to a room with a treasure chest for the treasure to get a sword and a chest before leaving the room completely.

Go around the corner to explore the next room. From another treasure chest, you can find a sword here to make another set of armor. The sword, which is the one you need to get the three silver coins. The sword is the one you need to get the three silver coins.

Now you can go back to the first level and



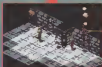
With its new lease of life on the Hit Squad budget label, we thought it was about time we answered the many cries for help we receive about this complex RPG. So, with torches in hand, the AMIGA FORCE gang decided to venture down to the dark dank dungeons which populate the domain of *Shadowlands*, braving many perils to bring you this complete players' guide to the first five levels of the Scurt-out land of Kuranes.



**Above:** Throw a heavy item onto the pressure pad to close the ceiling pit.  
**Below Left:** Send only one member of your team down the right hand set of steps.



**Above:** Step onto the pressure pad to open the exit door.  
**Below:** If you need to revive a character or refill a wand then then the very rare pillars are the ideal place to carry this out.



## LEVEL 3 DUNGEON

**A**t the start of this level, pick up the key and then buy the light-pot. Pull the switch and go through the double doors it has opened. Here you'll find another switch: pull it to activate the teleporter. Send only one member of your team into the teleporter (the character with the least energy is the best choice). You'll be transported into a room with a fountain and a key grab the key (it's a revolving circle from the fountain) then drop back into the teleporter and use the key to open the portcullis.

You'll also find a switch here: at no point should you pull this switch as it's a trap. Collect the food and grab a drink from the fountain before you throw an item across the bottomless pit onto the floor switch or the other side: causing the pit to vanish and allowing you to cross safely.

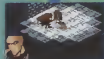
For the next part make sure you have no torches in as the room contains a trap which is activated by light sensors. Use the spell-book and key to get the chest from the alcove. To leave the room, operate the portcullis using the key. Then send one pair of your team to the back switch and one pair to the front switch. The pair on the back switch will now be transported into another room. Don't worry about them as they are perfectly safe where they are. The other pair of characters will be able to exit through the now invisibly opened door — use them to grab the chest before standing on the floor switch to re-open the rest of the door (after taking the skeleton to be able to collect his real key).

When you reach the two skeletons give them what for then pull the hidden switch to open the door. Collect the chest and extinguish your torches before you pass the gargoyles: wait for another sensor for a light activated trap. To get past the two pits in the next room, simply throw a barrel over them — this will activate a teleporter allowing you to walk safely to the other side of the treacherous pits. Open the lock and portcullis in this and send attack the Valkyrie with fireballs.

Buy any new food from the chests and then exit the room by placing an item on the weight switch. You'll notice an altar in one of the rooms — this can be used to recharge any items that have run out. It's also powerful enough to resurrect any of your dead friends (that is assuming you remembered to carry them back with you). For your living characters, there's the chance to drink from the fountain here. To exit the room, pull the switch then exit the last one by pulling both of the switches on the outside of the door.

The quickest way past the Valkyries is to attack by rather than fighting them. Use the spell book to set fire to the floor to open the door. You'll then come to a room which resembles Gargoyles. Here's a trap: send your team next to this to open a secret wall, enter the room and collect the chest at the end. Then pull the switch, opening the double doors. When you reach the two sets of steps, send one member of your team down the right hand side and the rest of the team down the left to travel safely to level four.

## Playing Tips!



## LEVEL 4

## THE PRISON

These black and white photographs from the 1930s show the interior of a small, one-room schoolhouse. The children are sitting at their desks, and the teacher is standing at the front of the room. The room is simple and functional, with a chalkboard and a small table at the front.

**Don't miss the new  
Dodge Stratus ES.**







## Playing Tips!

### LEVEL 5 DEMONS' PIT

**S** and one character to pull the switch and open the door about five meters from enter this sector in the room will open the door to a labyrinthine maze, it's best to try and take this alone at a time as it's easier to kill them when they're not attacking you all at once. The biggest thing to watch out for are the five demons because they'll cause the demon to release all of its weapons at once. When you've killed the demons, attack the five demons — one of them is carrying the exit key. Use the others to replenish the power in your lamp and your character's energy before buying refreshments and heading into the teleporters. Remember to leave an item on the floor switch before jumping into the teleporter.

Now make sure you extinguish all of your torches before entering the next teleporter to be transported to the next room. To enter the next room you must stand in your character's one of a 15-item stock the skeleton to gain the key.

In this level you'll come to a set of traps which require a certain combination of keys to enter them. Here's the combination which is as follows:  
KEY 1 — LOCK 4  
KEY 2 — LOCK 4  
KEY 3 — LOCK 2  
KEY 4 — LOCK 1

Using the right combination will allow you to free characters by pulling the switches outside.

The traps are set in a room where you have to navigate the traps in a way that you can get to the exit. The traps are set in a room where you have to navigate the traps in a way that you can get to the exit. The traps are set in a room where you have to navigate the traps in a way that you can get to the exit.

After opening this puzzle safely, you must stand on the floor switch to open the portals and allow you to enter the room with the Mystery Tour window.

Once you're in the room on the Mystery Tour window, one of the traps will be a switch in the following order:

A) Light up both photocopiers, but make sure you keep the light away from the doorway as invisible persons cause a skeleton to be created.  
B) Collect the key, extinguish all of the torches then exit the room.

C) Pick up the chest and kill the skeleton, then leave all items on the "Please give generously" sign. Now exit through the next two doors, you'll find all the items you dropped will be waiting outside for you.

D — Grab the chest in this room, then put a fireball in the direction the door is pointing. This will cause a strange trap to happen and the door will open allowing you to leave.

When you've completed the Mystery Tour puzzle, use the keys you have picked up on the floor to open the door and allow you to locate on door travel on.



**Let's** The main character will be able to use the traps in a way that you can get to the exit. The traps are set in a room where you have to navigate the traps in a way that you can get to the exit. The traps are set in a room where you have to navigate the traps in a way that you can get to the exit.







**I**f any of your characters have been knocked down, it's possible to revive them with either food, or the more effective med-packs. Remember, druids don't eat and cannot be repaired with human med-packs. To revitalize a druid you'll need a druid repair kit. If you use the pit-imp marked holes, you can revive any character, even druids.



**W**henver you reach what seems like an impassable river, try looking around for the large metallic blocks. Use your left mouse button to push them and your right button to pull them. To see where you must move the blocks, keep looking at your OTD overhead map. Be careful, some blocks have others stacked on top of them. These will tell you which openings until you move them from underneath them.



## Playing Tips!



**C**ertain items take a real while to "reset." You can tell if an item has disappeared once you've been underneath by looking at your map; if you have an unobtainable pin on your list then this used to be a useful item. Whenever one of these appears in your list it's best to dump it as it can never be reclaimed. If you have a character carrying a powerful weapon which drops out the water, try to send someone else into the living with a less powerful weapon.



**W**hen you're sending your team to a level to have at least one medic on your team, this is because they are absolutely loaded with med-packs for the rest of your team. Also try to include at least one combat druid, not only are they hard to damage but they can also heal around underneath for as long as they like without the fear of drowning.



**T**he Digital Terrain Scanner is the most useful item of your equipment. It allows you to look at your surrounding area. This is very handy in some of the areas where every path can look just like the rest.





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## Playing Tips!

2

**Charge your second Learning into a builder. When he reaches the edge, he will build a bridge across and stop the stone from falling into the hole.**



**Turn your fourth Looming into a blocker and allow the other three to walk up the river.**



When your religious beliefs  
mean the loss of this pink  
piggy bank, you may feel a bit sad.



As the other two Lemmings begin to return down the slope, make them into builders to create a bridge up the steep slope.



Let your two Lannings walk across the top and drop down onto the bottom set of steps. Turn the first one into a ladder to make the other one over the steps to the left.



When the other one reaches the bottom of the steps, turn him into a builder so that he builds a bridge all the way to the platform where your first one is standing.



As the bidder reveals their bid, make one of your bidders in the group into a bidder to lose the auction.



Wait until one of the Lennings is directly above the salt, then turn him into a ladder and blow him up to create a hole through the ceiling.



**At the first Learning Through the hole starts to walk right, turns him into a blocker to force the others to order the exit.**



bridge the gap. As he builds last another 1, jumping into a chimney and one into a ladder when the single 1, jumping across the ledge by the wall turn him into a chimney on this, not edge, and blow him up. Next make two 1, jumping a chimney, turn the second on the first to



reaching the  
bottom of the  
slope. Block  
one above the  
first sign of the  
first sign of the  
second line in the  
slope lead. Turn  
three landmarks  
into clockwise the  
right hand on center.  
Block and show  
from three in the  
reaching under the  
and all the top of the  
the. The second one

helps form and the third just before her eggs. As the last one floats down, her mother sees it slip into a cluster. As it is done, all the other eggs are following right behind it, making the last three a single swimming cluster instead of three. It's a good idea to make sure you don't have any eggs in a cluster, because they can't

## Playing Tips!

# SOCCER

The World Cup has been stolen and only Soccer Kid can retrieve it from the alien fleeds who have pinched it. Well, that's not strictly true, only Soccer Kid with the aid of the A-FORCE team players' guide can get football's most prestigious trophy back.



## ENGLAND

Soccer Kid begins his journey in dear old Blighty. From Kid's home town of Rotherfield, with its multitude of suburban and outcountryside, it is on to the beautiful English countryside where you encounter snakes, frogs, and even flying fairies! Your final journey is through London and, should you survive the pollution and rats, you battle Gareth the rogue rugby player.



## HOME TOWN-ROTHERFIELD

Along your journey through England you'll meet a lot of weird characters... they're all quite easy to beat, as you only have to hit them with your ball a few times. In the last a town square, you encounter skateboarders who take an hit to defeat as well as systems requiring two hits with your rusty ball to send them spinning. Along the way you'll also come up against policemen. These characters take two shots to beat but make sure you don't get too close as they have a nasty habit of tripping spinners as you which will deprive you of an energy boost should they hit you.

Check out all the pits along your journey, as well as collecting plenty of bonus items you can also collect energy boosters from the cages you find down there. To get out of a pit

with no steps, simply position yourself inside within the main shaft and stand on top of your ball. Then jump up out of the shaft. You can also stand on the lower branches of the larger trees to gain access to the items which are floating in the air. To get your ball safely across the spike pits, stand a little way from them and use a high chip to launch the ball across, then jump straight after it to stop it rolling back into the pit.



# R KID

## Playing Tips!

### THE ENGLISH COUNTRYSIDE

Once you've negotiated Rotterdam, it's time for a stroll in the country as you deal with its many rare plants. Your main problems here are the snakes and frogs. Because of their green colour they blend in with the fields and it's very easy to run straight into them. If you do encounter one, a quick kick with your ball will soon destroy them. Farmer Giles, as you would expect, is also to be found strutting through this section of the level. He's pretty harmless and will only hurt you if he touches you. He can be destroyed in the same way as the sheep, with two quick hits from your ball. During your journey you should encounter various other oddities before you reach below as steps to take you up to a variety of floating platforms which are absolutely stacked with bonuses just waiting to be taken.

At one point during the level you'll find a floating platform with a fish leaping over it. Kill the fish then jump onto the platform and over to the other side before it sinks.



### LONDON

After all that fresh air it's time to return to the smog and pollution of London. The first hidden bonus sent at down the first pit you come to and it's a very handy extra life. Watch out for the rats which pop out the tunnels and underground stations in this level. There are the usual policemen, cyclists and skateboarders here, as well as the American tourists who take trophies from your ball before dying. To get your ball over the many high walls and onto the rooftops of the underground stations, you simply have to use a high step to locate the ball safely over it. At the end of the second level it's time to face the boss in the shape of Gareth.



### GARETH THE RUGBY PLAYER

The first thing to do when Gareth comes on screen is to get ready to jump as he'll cut to the left. He will then throw a rugby ball at you — if you stand just to the right of the screen the ball will miss. He will also spit a ball in the field before turning at you. Jump over him then turn and kick your ball at him. Repeat the process a few times and success will be yours.



## Playing Tips!

### ITALY

It's across the water into Europe and straight to the heart of football supporters Italy. There's no time to stop for a bolognese here as you fight off crazy pizza waiters and avoid maniacs in your attempt to reach the mad opera singer Pavarotti.



### VENICE

Save as that rather fun racing encounter and it's on to Venice, just remember that the ball cannot swim. So be careful around all that water. Wicardo, the mad waiter, is the main character you'll encounter. To beat him, let him finish with your ball and watch out for the puzzle he hurls around though. Whenever you encounter a Gordale, remember you can't just step into it, you have to jump ahead. As one goes there is a seemingly impossible three with him leaping out of it, simply tell the fish to jump into the little boat to cross safely. The second replace are very hard as well and it is a lot easier to just run underneath them and keep running to escape them.



### THE RUINS

You begin your journey in the ruins. How you'll have a very lucky first avoiding the many apes which litter your pathway. You can never so contend with the ground that populates these ruins. To beat the ghost, tap the ball on your foot and wait for him to pass over you, as he does the ball will hit him, after two hits he will disappear. Another foe wandering around the ruins is Pagan the Roman. He's very much like the warman from the previous level, to defeat him he hits his foot with your ball but doesn't get close as he'll throw his gavel at you.

Use your ball to bounce up to the top of the pillars allowing you to continue your journey to the end of the stage. You'll also need to get on top of the pillars to get to the swinging platforms which will allow you to reach the spike pits and obstaculous chasms.

Pagan runs underneath a pillar with a wibbling track on top so these spikes will hit and kill you. Also watch out for the small paper sliding out of the ground as they launch darts which fly into the air and hit back down onto you.



### THE RIVIERA

After all that water it's on to the beautiful Riviera. Ah, the sun, the sand not to mention the football pits more at the same for that level. As with the previous Italian levels, watch out for the magical maniacs and obstacles as well as another appearance by Wicardo. Be very careful when walking under some of the trees as the coastline have a funny habit of falling out of them straight onto you. When you reach the flying



platform, step on it to be launched from the top of the cliff to the beach below. Watch out for the flying birds as you go down. The second section of the Riviera is just a gentle walk with not too many obstacles which is quite easy to complete as long as you don't go running into the unknown. When you reach the large speakers you'll have found Pavarotti's hiding place.



### PAVARELLI THE MAD OPERA SINGER

Pavarotti is mad and loud opera singer comes down on a raised podium and begins singing. Jump over ball groups of notes then wait for his platform to drop to floor level. Once a your chance to take a few shots at him before he walks towards you. He walks to the one side of the screen so make sure you jump over him and stand in the centre of the stage. He will now sing again (this time the rope behind you will become electric and begin pulling you towards it). Walk against the ball and jump over Pavarotti as he walks toward you. Take a few shots with your ball then repeat the whole procedure a few times until he sings his last note for good.





## THE FREEZING FOREST

The main boss in the frozen forest are ogrelets, ogres and ogresses as well as some very irritating life chips on sledges, who have a nasty habit of sliding down the slippery hills just as you're trying to go up them. The many trees can be climbed to reveal branch-out sides with bonus goodies. Make sure you watch out for the pesky squirrels who'll try their level to invade you from your perch. It's also possible to climb the lopsided towers to reach even more bonus items. Make sure you check your landing before you climb the towers as it's very easy to slip from the tower and end directly in a pit full of spikes.

Whenever you find a plunger, jump onto it to blow open the entrance to a mine. The second mine you blow open contains a very useful item in the shape of an extra heart, giving you three hearts instead of the usual two.

When you reach any of the rather mean-looking soldiers, don't panic. They're only dangerous if they move you, although they're a lot tougher than the other enemies as they take three hits from your ball before they die.



## RUSSIA

It's time to put on your furhats as you head towards a very chilly Russia. Your journey starts in the frozen forest; you then continue your trip to Red Square.

## THE BATTLESHIP

On to the ocean wave for the second section. Watch out for the guns blowing out the jets of air — if you stay in front of one of these, you'll be blown into the rows of spikes which are opposite the guns. Whenever you are any of the sailors, make sure you don't get too close as they'll draw their guns and start firing at you. If they do start firing, duck down until they turn away from you, then stand up and let them have it four times with your ball. These jets are yet another hazard to be avoided on the ships deck, but until they have fired then jump over them — it's really only a matter of timing. The battleship, unlike the other levels, is only one half long as opposed to the normal two.

## Playing Tips!



## RED SQUARE

Red Square is the first obstacle for you to overcome in this country, to get the balls this stage is really simple. Just keep moving to your right and taking out the soldiers, soldiers and dogs. There are plenty of hidden rooms, so continue checking the floor for this code to see where to dig down and find them. At the end of this level you will have to face the Gymnasty Assassin.

## GYMNASTY ASSASSIN

She'll first drop down from her bar above, then jump towards you, so as soon as she moves jump over her. She follows this with a somersault through the air which you must run underneath, while she's bouncing around the screen, hit her with your ball whenever possible.



# Playing Tips!



# BART VS THE SPACE MUTANTS

**Springfield is under attack and only Bart can stop the alien fiends who plot to take over the Earth. Young Simpson must thwart their evil plans by removing or hiding the items they require to power their dastardly machines.**



**A**fter a few hours in this action-packed game, you'll realize we thought we'd help out that young leeching by providing you with a complete walk-through to the first level. Bart must hide or disguise all purple items before he can proceed onto the next level.

The first task for our runaway hero is to spray the first cabinet on purple, before he walks on to the right and uses his coin in the telephone to call his father. When Mr. Burns calls, Bart should spray his purple across a very attractive shower of red. From here it's up onto the walking line to run across the top and knock the walking down to cover the same below.

Another rubbish job is just crying out for a spray job for our young hero, so let it have it before going into the hole of Toilets to buy a key and a mirror.



Walking World of Toilets, away the typical outside, then use the wrench on the highway to shoot a jet of water to wash away the new paint on the ceiling. From here it's more shopping in Mally's Novelty Hut; from Mally you should purchase the items no young hero should be without, a spray bottle and six shiny nozzles as Bart's shower (preferably sure you have five nozzles for more shopping later).

After all that shopping, it's up to the window above to spray the vase and grab an extra before going the way above Toilets to Bart before

crossing the shop above a shelf of all the stuff when Bart finally reaches County Seat Denny's, he should kick the ball then jump onto the line that bounces up and knock the paint pot over the evening above. Keep walking right, spraying the rubbish on as you way, then jump up into the first drop window and drive your cherry bomb to score the pencil away.

It's on to Springfield Park and a chance for more mischief. Ignore the 'Keep Off The Grass' sign and jump on the grass to attract the police-keeper. Spray his uniform and then go to the statue of Jabbawhock Springfield, place a rocket on the ground pointing towards the statue's arm. Make sure the rocket is not shot from the base of the statue then light it to frighten the bird off while all the way back to the hole. Use your coin to the red boat, now use your key to stop the really skateboard level and re-appear by the Springfield Retirement Home. Spray the bird both to the left and launch a rocket at the 'Boulder' sign to make it float.

Once you're outside the Springfield Retirement Home, use your rocket to smash the purple blinds in some of the windows. Then should be your mission successfully completed. Although, you can get a bonus if you blow your whistle outside the far right hand window to attract Grandpa Simpson about. Sprinkle you with coins.



# TIPS BITS

## Playing Tips!

Remember once again to all you tipsters and tip-neobers. As usual this is the section written by the readers, for the readers! Remember, if you're stuck on any game, simply write in and, if the team here at our shiny new Dream offices can't help you, other readers may be able to put an end to your sleepless nights.

So if you can help then don't forget to drop us a line, and remember that the best tipster each month wins a 12-month subscription (if you already have one, then we'll extend it)! Don't despair if you don't win, we put all the other tipsters into a hat and reward one of them with a subscription as well. Yes, I know we're just ten pencepots for our own good. So get writing to: **TIPS BITS, AMIGA FORCE, Impact Magazines, Luton, Shropshire SY8 1JW.**

### FLASHBACK

**Q** Is there anyone on your staff who can help me with the last level of Flashback (I have picked up the exploding mouse and gone down the large lift shaft so am stuck from there. Please can you help)?

**Colin Allerton, Cleveland**

**A** Well would you believe it Colin? If you turn to this month's excellent Flashback you will find the answer to your dreams just waiting to be discovered.

### A-TRAIN

**Q** Jonathan Cough contacted us last month and asked if anyone out there could help him with any cheats for A-Train. Upon reading his cry for

help, Adam Pearson from Bedford responded with a cheat to give you extra money. All you have to do is type in CHEATER CHEATER MIMP at any time during the game, then sit back and watch that money roll in. Thanks to that handy tip Adam, which goes to prove that if you need help then one of the readers of Tip-Bits is sure to be able to assist.

### ENTITY

**Q** Can anyone help me with any cheats for the game Entity? I have searched everywhere and have not been able to find any. If anyone has any their help would be greatly appreciated.

**Greg Phillips, Shropshire**

**A** Sorry, but we can't seem to find any to help you out Greg. But I would bet on my new pinball game that someone reading this has an Entity cheat they've been just dying to share with someone. So come on drop us a line.

# CUT OUT CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! COOK THEM UP JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS! SO GET SNIPPING!

### arkanoid 3

ARKANOID 3

### sierra games

SIERRA GAMES

### sierra games

SIERRA GAMES

### strip poker c62



### bart vs the space mutants

BART VS THE SPACE MUTANTS

### hard driver



### zool



### first command



### hurricane 2

HURRICANE 2

# Playing Tips!

## BARDS TALE II

**Q3** If you please, help me? I am totally stuck trying to complete Shrine 1 in this ancient but brilliant game. Tell if. Plus, any other useful Bard's Tale would be very helpful.  
**C. Burridge, Peterborough**

**A** Sorry, but we can't help you out with your little problem, but I doubt another reader can. However, we do know of a handy little cheat for increasing your gold. First load your party, then go to the statistics screen for the first player and give all of your party's gold to the first player. Now remove him from the party and load him back in again. Now all of the party's gold is the second player and repeat the process you did with the first player. So this is each character in your party then turn off your machine without saving the game. Every player will now have his own amount of gold. This amount is the same as was jointly held by the party before and you can repeat the process as often as you want, it's a bit of complicated I know, but it does work.

## PREMIERE + SLEEPWALKER

**Q4** Gareth Williams wrote to us with help for two problems featured in issue ten. The first is an answer to Paul Lee's question on how to beat the gunfighter at the end of level one. His second level of help came in the shape of a solution to level one of Sleepwalker to assist **Kevin McDaid** to rest that little to easier

It Here we go with the first of those problems, how to beat the gunfighter in Premiere. The answer is not as simple as it seems, you must wait for him to go for his gun before you shoot him. He will wiggle his fingers three times, then he will touch his gun. You should shoot him as soon as he touches his gun. This will stun him for a short while. When he recovers he will wiggle his fingers five times before touching his gun, so shoot again to stun him. After his second recovery he will wiggle all of his fingers four times before touching his gun for the third time.

It Gareth's back again with his solution to the first level of Sleepwalker. From the start of the level, walk right and fall through the trapdoor, cross the

river and across Lee in the pit where you explore the level without him. Go down the lift, jump the mattress and shut the guinea door. Go across the water and close the other guinea door then head to the end of the mattress and wait. Cross the road and push the rock off the ledge and push it into the fire hydrant to stop the water from coming out. Jump up the ledges and onto the wire, then bounce up to the right and blow up the dynamite by walking into it. Jump all the gaps and go down the lift, cross the wire and jump the gap before walking left. Drop down off the left and fall straight down, walking the dog outside on the head and across the road. Push the sleeping protesting woman into the road and the cars will stop blocking.

It Helmut your steps back to Lee. Get him to go down the sewers, load him by the side of the empty water and when the barrel opens, turn him right and the barrel will take him over the water. Kick Lee over the road gap, then save him out of the sewers and hold him by the road until it is safe to cross. Kick him up the ledge after you have passed the hydrant. First take the right ledge then the left hand one, now take a cut up and kick him from the edge of the platform to bounce safely across the wire. Kick him over the edge of the

### ARKNIDE II

INTERACTIVE

On the title screen type "TUESDAY 14TH" to obtain a hidden options screen when you press the fire button.



**Okay, stop whatever it is you were doing and pay attention. The cheats on these pages have to be cut-out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary.**

### hart vs space

melange

the world

At the screen where the family are watching T.V. type in "COWABUNGA" to gain infinite lives.

### strip poker cd32

cdi.com

Enter your name as INDIGO to beat the girl with every hand even if she wins.

### sierra games

index

This cheat will work for all sierra on-line games. Press Alt and F together during play to enter the Sierra Test Screen. Type TP for transport, or GET OBJECT. In response to the prompt NEW ROOM: or GET OBJECT you can type a number and the game will either transport you to the room or give you the desired object.

### hurricane 2

alternatives

Access the music menu and press 4 to stop the music. Now press 2 after ten seconds of music. Press escape twice to get infinite lives and power.

### first samurai

alternatives

During the game type in "DIPUTS" to be able to use the number keys to warp around the level.

### zool

alternatives

Wait for the high score table to appear then type "GOLDFISH" and press enter. Pressing number one key will make ZOOL invincible.

### hard drivin 2

an arcade

Select manual gears, accelerate to full speed then press R to change into neutral gear and maintain full speed. Steering is now easier and you automatically qualify.

most platform and he should land on the platform where you blew up the dynamite.

Wipe a run up to get him across the bridge. Then it's destiny! Kick him along to the end of the trail!

## INDIANA JONES AND THE LAST CRUSADE

If I am writing in reply to the letter sent in by Simon Huxer requiring help on Indiana Jones and the Last Crusade in issue six, then here is the solution he requires:

**Mr. Smith, Lincoln**

In To get the nine bottles of the man and woman in the party first try and take the bottle. The man will refuse to give it to you. Examine the bottle and lady will realize that the wine was from a good vine. Take the bottle again, the man now realizes that the wine is from a bad vine and will hand it over willingly. Take the bottle to the room with the pool of water and fill it with water. Next, go to the room near the 'pool of water' room where a skeleton is put up against the wall. Searching this skeleton will reveal a book, take this book, and go to the room with the torch...pulling on the torch will have no effect since the torch is put in hand first.

This is where the bottle of water comes in handy, pour it over the torch to soften it. Pulling on the torch will now reveal a trap door, go right over the trap bridge and into the room beyond. Examining the walls will reveal an inscription of the Holy Grail. Go back to the room with the rock bridge. In the ceiling you will see a plug, put the hook in the plug, stand to the left of the rock and push your whip in it. The plug will come out as well as all the water from the pool above. Progress left until you see a ladder, climb the ladder which will bring you out in the room with the sink, you can now walk through the room where the pool once was.

## CRUISE FOR A CORPSE

USA gentlemen from Lakeside who goes by the name of Christopher Deen could well

turn out to be the man of the moment.

Why? Well, he has today sent in a complete solution to the excellent Cruise For a Corpse. For all of you amateur sleuths out there who are stuck, here's an every question you feel will be answered.

If Take the paper and unfold it. Read it. Go to the bar and show the paper to the barman. Read the prayer book. Take the letter and read it. Go to the

## Playing Tips!

smoking room and speak to Tom about Tom. Go to the deck to talk to Suzanne about Suzanne. Go to Sophie's cabin and open the door. Speak to Julie about Julie. Go to Fabian's cabin and get the suitcase on the left. Open it. Go to the dining room and speak to Fabian about Fabian. Go to the bar and speak to Suzanne about Suzanne. Go to the smoking room and take the paper. Go to Tom's cabin and speak about Suzanne into about Fabian's suitcase. Go to Julie's cabin and speak to Julie about the friendship between Suzanne and Fabian.

Go to the dining room and speak about Suzanne's invitation. Go to Fabian's cabin and take the invitation. Go into Randolph's office and unlock the writing desk. Examine the press box and its disaffection. Take the thank you letter. Go to the dining room and open the drawer. Examine the drawer and take the invitation cards.

Go to the deck (at the right) to observe Tom and Rebecca. Go to the laundry room and examine the laundry basket. Examine the necklace and the photo. Go in front of the mannequin and speak to Dick about Dick. Go to the



# Playing Tips!

smoking room and speak to Tom about Agnes. Go to see Eugene in his room — finish before entering. Speak to him about the thank-you letter.

Go to Ada's cabin and speak to him about the belt fitter. Go to Suzanne's cabin and open the left wardrobe. Search the contents case and take the prescription. Go to the bar and leave the game and the bottle. Go to the upper deck and speak to Suzanne. Give her a drink. Return to her about her prescription. Go to Hector's room and speak to him about Agnes' dress and her stay with Alice.

Go to the smoking room and speak to Tom about the death of Agnes and her will. Go to the deck and look through the portfolio of Rebecca's cabin. Go to Suzanne's cabin and open the right hand cupboard. Search the pile of laundry and take the envelope. Go to Eugene's room, jump through to look left, and open the cupboard and take the watch. Speak to Julia about the watch.

Go to the upper deck and speak to Rose about Rose. Now go to Rebecca's room and speak to

her about Rebecca. Go to Daphne's room and speak to her about Rose. Now go to the bar and speak to Suzanne about Rose. Travel to the dining room and speak to Patricia about Rose's waitress and about Hughes' Lambert. Go to Rebecca's room and speak to Hector about the necklace. Speak to him about Mercedes' mother of Daphne. Speak to Julia about the death of Neve. Speak to Patricia about the relationship between Daphne and Rebecca and Rebecca's character. Then speak to Hector about Daphne's mother.

Go to the upper deck and search Rose's bag. Talk to Rose about the gun advertisement. Go to Eugene's room and open the wardrobe. Search the pile of clothes and take the letter. Go to the upper deck and throw the key. Now go to the laundry room and examine the pocket. Go to Suzanne's room and examine the music box. Insert the key, also the ballroom and turn the key. Take the letter.

Go to the bar and take Daphne's bag. Go to Daphne's room and talk to her about Agnes' will. Go round the deck and talk to Rebecca, Daphne (Rebecca and Patricia). Go to the bar or on the deck and speak to Suzanne about the relationship between Tom and Rebecca. Go in front of the restaurant and speak to Dick about the relationship between Tom and Rebecca and the plot. Go to

Rebecca's room and take the envelope you find on the ground.

Go to Hector's room but don't speak to Dick. Go to the kitchen and take the tin opener. Operate the washing machine. Take the powder and use it on the plank. Take the glass of fish. Use the screwdriver on one of the plates. Take the tin and use the tin opener on it. Go to the engine room and take the screwdriver.

Go to the smoking room and get out the projector. Put the roll of film on the projector and use the screwdriver on the screw. Operate the switch. Go out towards the masthead. Go see Suzanne. Go to Tom Muller's room and find the technical manual. Open it and look at the instruction (INCL). Take the book and go to the ship.

Examine the books and put them in order so they read INCL. Enter the secret passage and fight to throw the bar of soap that you find in the hallway on the right. Search the Malibu and take the puppet. Go to the smoking room and show the puppet to Daphne. Part on the guilty party and you've solved the crime (The guilty party is actually Dick).

There you have it — we've kept it simple so that you can (hopefully) follow it with few problems. Go get that secondly Dick!

## leonardo

On the password screen enter your code as "FREIBERG" to be given infinite lives.

## midwinter 2

To gain control of all 41 islands you only need to capture the islands of LOSOE, WOGA, CAMAROO, DHAFIA, MAKAT, CAMAROO, CHAZAL, DUJOM, SATARA and SIKASSO.

## robocop

During the game, hold the shift key and type in "THE DIDDY MEN". You can now press escape to skip to the next level. You must re-enter this on each level to make it re-activate.

## lotus turbo challenge 2

In two player mode enter player one's name as "IN A BIG COUNTRY" and player two's as "FIELDS OF FIRE". Now you will always qualify.

## man utd. europe

Press left mouse button during the game to enter two-player mode, this makes the hardest team simple to beat.

## crystals of aborea

Go to the main character screen and select Jorel and click on the bottled lion. Now press control and V to get full life points and special abilities.

## body blows

— Thanks J.C.

Using two joysticks, call up the option screen. Push the joystick in port one left and the joystick in port two right. Hold this for about six seconds to access a hidden options screen.

## storm master

To complete the game hold down ALT and CONTROL and click the mouse on the Joker at the council of seven.

## railroad tycoon

Enter the F1 screen and press SHIFT and 4 to gain \$ 500,000. You must stop at thirty two million dollars.

## hudson hawk

Pause the game and type in "SCIENCEFICTION" (no spaces) to gain infinite lives. Pressing delete during the game also allows you to skip levels.



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Next Month

# FORTHCOMING ATTRACTIONS

## IN NEXT MONTH'S AMIGA FORCE

### IT'S CHRISTMAS!

The month of goodwill and goodwill is upon us again, bringing with it a wealth of giveaways, breaks and competitions! That's all the big party has this! So at the annual Winter is... event at the AMIGA FORCE, don't miss out on all the fun! Whatever you do, don't miss it!

### OUR GUP OVER FLOWETH

The Christmas season will be crowned full of carols, parties, play, gifts, shops, visitors, fun... just about everything that you could want from your favourite Amiga year!

### FINAL FRONTIERS

Frontier 2.0 is finally here! With millions of planets, vast areas of uncharted space and 60 missions of adventure in this long-awaited sequel, days off are being planned just to enjoy this one — don't miss it! Start your review!

### GET NUTTY!

The classic Amiga game is a sequel to the series of Mr. Nutty, is this the platform adventure that the Amiga has been waiting for? Find out, and more, in our special feature!



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